CLASSES OF KOR'ONUS SAMPLE CLASSES FROM THE ETERNAL LEGENDS ROLEPLAYING GAME

THE REVISED BARBARIAN

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WITHIN YOU WILL FIND THE REVISED BARBARIAN CLASS THAT WILL APPEARING IN THE UPCOMING ETERNAL LEGENDS ROLE-PLAYING GAME. PLEASE KEEP IN MIND THAT TO USE THIS CLASS IN A STANDARD 3.5 D20 FANTASY ROLE-PLAYING GAME WOULD REQUIRE THAT ALL OF THE OTHER STARTING PARTY MEMBERS TO BE AT LEAST 3RD LEVEL WHILE THE REVISED BARBARIAN COMES IN AT 1ST LEVEL; DUE TO THE MODIFICATIONS THAT WE HAVE MADE TO THE BARBARIAN CLASS.

As we get more of the Revised Classes finished for the Eternal Legends Role-Playing game, we will be adding them to our catalog of downloads.

THANK YOU FOR YOUR TIME AND WE HOPE YOU ENJOY THE REVISED BARBARIAN CLASS FOR THE D20 FANTASY SYSTEM.

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CLASSES OF KOR'ONUS

BARBARIAN

Alignment: Any Non-Lawful

Hit Die: 12 + 2D12 (at Level 1), 1D12 at each additional level

Class Skills: The barbarian's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Points at 1st Level: (4 + Int modifier) ×4.

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the barbarian.

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

Fast Movement (Ex): A barbarian's land speed is faster than the norm for his race by +10 feet. 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 barbarian's speed because of any load carried or armor worn.

Illiteracy: Barbarians are the only characters who do not automatically know how to read and write. A barbarian may spend 2 skill points to gain the ability to read and write all languages he is able to speak. A barbarian who gains a level in any other class automatically gains literacy. Any other character who gains a barbarian level does not lose the literacy he or she already had.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate

Table: The Barbarian

Levei	BASE ATTACK	Fort	Ref	Will	Special
	BONUS	SAVE	SAVE	SAVE	
1st	+3	+3	+1	+1	Fast movement, illiteracy, rage 1/day, Uncanny dodge, Trap sense +1
2nd	+4	+4	+1	+1	Rage 2/day
3rd	+5	+4	+1	+1	Improved uncanny dodge
4th	+6/+1	+5	+2	+2	Trap sense +2
5th	+7/+2	+5	+2	+2	Damage reduction 1/
6th	+8/+3	+6	+2	+2	Rage 3/day
7th	+9/+4	+6	+3	+3	Trap sense +3
8th	+10/+5	+7	+3	+3	Damage reduction 2/
9th	+11/+6/+1	+7	+3	+3	Greater rage
10th	+12/+7/+2	+8	+4	+4	Rage 4/day, trap sense +4
11th	+13/+8/+3	+8	+4	+4	Damage reduction 3/
12th	+14/+9/+4	+9	+4	+4	Indomitable will
13th	+15/+10/+5	+9	+5	+5	Trap sense +5
14th	+16/+11/+6/+1	+10	+5	+5	Damage reduction 4/—, rage 5/day
15th	+17/+12/+7/+2	+10	+5	+5	Tireless rage
16th	+18/+13/+8/+3	+11	+6	+6	Trap sense +6
17th	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/
18th	+20/+15/+10/+5	+12	+6	+6	Mighty rage, rage 6/day
19th	+21/+16/+11/+6	+12	+6	+6	Uncanny Dodge (+5 against Traps)
20th	+22/+17/+12/+7	+13	+7	+7	Damage reduction 6/

magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17thlevel barbarian, at which point this limitation no longer applies).

A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 2^{nd} level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 18^{th} level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Uncanny Dodge (Ex): At 1st level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flatfooted or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge instead.

CLASSES OF KOR'ONUS

Trap Sense (Ex): Starting at 1st level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise by +1 by the following progression (4th, 7th, 10th, 13th and 16th level). Trap sense bonuses gained from multiple classes stack.

Improved Uncanny Dodge (Ex): At 3rd level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

Damage Reduction (Ex): At 5th level, a barbarian gains Damage Reduction. Subtract 1 from the damage the barbarian takes each time he is dealt damage from a weapon or a natural attack. At 10th level, and every three barbarian levels thereafter (8th, 11th, 14th, 17th and 20th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Greater Rage (Ex): At 9^{th} level, a barbarian's bonuses to Strength and Constitution during his rage each increase to +6, and his morale bonus on Will saves increases to +3. The penalty to AC remains at -2.

Indomitable Will (Ex): While in a rage, a barbarian of 12th 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 he also receives during his rage.

Tireless Rage (Ex): At 15th level and higher, a barbarian no longer becomes fatigued at the end of his rage.

Mighty Rage (Ex): At 18^{th} level, a barbarian's bonuses to Strength and Constitution during his rage each increase to +8, and his morale bonus on Will saves increases to +4. The penalty to AC remains at -2.

Ex-Barbarians

A barbarian who becomes lawful loses the ability to rage and cannot gain more levels as a barbarian. He retains all the other benefits of the class (damage reduction, fast movement, trap sense, and uncanny dodge).



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