

#1 WITH A BULLET POINT
ONE IDEA. ONE PAGE. ONE DOLLAR

8 BARBARIAN FEATS

Sometimes rules supplements read like the world-setting bible of frustrated novelists. Although solid world-building is a useful skill, you don't always need four paragraphs of flavor text to tell you swords are cool, magic is power, shadows are scary, and orcs are savage. Sometimes a GM doesn't have time to slog through a page of history for every magic weapon. Sometimes all that's needed are a few cool ideas, with just enough information to use them in a game. Sometimes, all you need are bullet points.

#1 With A Bullet Point is a line of very short, cheap PDFs, and each one gives the bare bones of a set of related options. It might be five spells, six feats, eight magic weapon special abilities, or any other short set of related rules we can cram into about a page. Short and simple, these PDFs are for GMs and players who know how to integrate new ideas into their campaigns without any hand holding—they just need fresh ideas and the rules to support them. No in-character fiction setting the game world. No charts and tables. No sidebars of explanations and optional rules. Just one sentence of explanation for the High Concept of the PDF, then bullet points.



THE HIGH CONCEPT: Feats to duplicate the abilities and traits of the classic pulp-era fictional barbarians, whose stories are one of the inspirations of the fantasy role-playing genre.

BATTLE LUST

You find it best in life to crush your enemies, see them driven before you, and hear the lamentations of their women.

Prerequisite: Rage class ability.

Benefit: You are energized by glorious battle. While raging, any round that a critical hit is scored against you and damages you, or you score a critical hit with a weapon that has a x3 or x4 critical modifier, does not count against your maximum rounds of rage per day.

GREAT THEWS

Even other barbarians are stunned by the power of your brawn.

Prerequisites: Thews, barbarian 6, one or more of the following rage powers: raging climber, raging leaper, raging swimmer.

Benefit: As a free action you can expend one round of rage to gain the benefits of any of the following rage powers you possess for ten minutes: bestial climber, bestial leaper, bestial swimmer, raging climber, raging leaper, raging swimmer. You do not have to be raging to gain this benefit.

ICONIC BARBARIAN

You live. You love. You slay. And you are content.

Prerequisites: Int 13, barbarian 2.

Benefit: Once per day you may use a rage power, normally usable only once per rage, an additional time during the same rage.

Special: You may select this feat more than once, but not more than once for every 3 character levels you possess. Each time you select it, you can use the feat's ability one additional time per day.

MELANCHOLY

Though you may be a creature of great mirth, you are also a sullen-eyed beast of gigantic melancholies.

Prerequisites: Wisdom 13, barbarian 1.

Benefit: You expect things to go badly, and are less effected when they do. When conditions cause you to have penalties directly to your attack rolls, damage rolls, or skill checks, you take only half the normal penalties. (Penalties from reductions in your ability scores or negative levels are not affected). Calculate your total penalty and halve it, rather than halving each penalty taken.

Similarly you are not as easily motivated as domesticated folk who fail to understand that life is brutish, nasty, and short. When you gain morale bonuses, you gain only half the normal bonus (again adding total bonuses before halving them).

MIGHTY STAMINA

You can ignore the rigors of sleeplessness and physical effort ... for a time.

Prerequisites: Endurance, barbarian 1.

Benefit: You can ignore weariness and forgo sleep, sometimes for days. You can remove the fatigued condition from yourself by expending 1 round of rage. You can remain awake for 24 hours without becoming fatigued (acting as if you had received 8 hours of sleep) by expending 1 round of rage. However rounds of rage expended with this feat are not restored until you have actually slept for 8 hours, and you cannot have more rounds of rage expend with this ability at one time that your Constitution modifier. You do not have to be raging to use this ability.

PANTHER-LIKE GRACE

Your movements emulate the coiled power of a great cat.

Prerequisites: Dex 13, barbarian 1.

Benefit: You can expend 1 round of rage to gain a bonus to a single Dexterity-check or Dexterity-based skill check. The bonus is equal to half your barbarian class level (minimum +1). You do not have to be raging to use this ability.

SUDDEN RAGE

The thin veneer of culture can slide quickly from your savage heart.

Prerequisites: Improved Initiative, rage class ability.

Benefit: When you make an initiative check you may, as an immediate action, choose to enter a rage and gain a bonus to the initiative check. The bonus is equal to your Constitution modifier (after being modified for raging).

THEWS

Your mighty muscles allow you to accomplish exploits of strength beyond the ability of softer, more civilized folk.

Prerequisites: One or more of the following rage powers: raging climber, raging leaper, raging swimmer.

Benefit: As a free action you can expend one round of rage to gain the benefits of any of the following rage powers you possess for one minute: bestial climber, bestial leaper, bestial swimmer, raging climber, raging leaper, raging swimmer. You do not have to be raging to gain the rage power's benefit.

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