

# FANTASTIC FEATS

- VOLUME VII -

BARBARIANS





# Preface

## Fantastic Feats {Volume 7 – Barbarian Feats}

*Fantastic:*

*Adjective - Strange, different; imaginary*

Characters in rpgs often have abilities are not tied to their class, race or skill, although they may be related/useful to it. These are called Feats.

They may be combat related, a way to tweak spells or even to do with the crafting of an item. Some will be useful to almost everyone, others only in very certain circumstances.

This edition of “Fantastic Feats” – a series of feats based around a certain theme or subject – is about feats for Barbarians, those rage filled engines of destruction and battle.

As with any new feats please consider carefully before allowing them to be taken, or give them to NPCs as well to help maintain balance.

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# Feats

*All these feats have Barbarian as a prerequisite in addition to anything else they require, including Rage Power level requirements.*

## Clearer Mind

Sometimes, in the heat of rage, you get moments of clarity.

### Prerequisites

9th level, Rage Power (Clear Mind)

### Benefit

The barbarian gains +2 to the second Will roll made using Clear Mind

## Decreased Fatigue

Your recovery time from fatigue is better than other barbarians, allowing you to rage again faster.

### Prerequisites

2<sup>nd</sup> level

### Benefit

Reduces the fatigue recovery time by 1 round.

### Special

May be taken multiple times, but only once per level.

## Improved Animal Fury

You are more in touch with your baser, animalistic side than other barbarians, making your animal fury more prevalent than other barbarians

### Prerequisites

Str or Dex 14, Rage Power (Animal Fury)

### Benefit

The bite attack is made at the barbarian's full base attack bonus -3 (instead of -5) and increases the damage done by 1. Grapple

checks in the same round gain a +3 bonus instead of +2.

## Improved Defence

Normally while raging your defence is worse.

### Prerequisites

3<sup>rd</sup> level

### Benefit

The penalty to AC when raging is -1 instead of -2

## Improved Trap Sense

Your keen senses have become adept at alerting you to traps. Your body can move before your mind even becomes aware there is a trap.

### Prerequisites

4<sup>th</sup> level

### Benefit

+1 to Reflex saves to avoid traps and +1 to Dodge AC against traps in addition to that provided by Trap Sense

### Special

May be taken multiple times, increasing the minimum level by +2 each time taken.

## Increased Rage Duration

Your rage lasts longer than most, making you more dangerous in combat

### Prerequisites

2<sup>nd</sup> level

### Benefit

Grants an extra round to rage duration

### Special

May be taken multiple times, increasing the minimum level by +2 each time taken.

## Increased Will

Your rage grants you strength of mind that gives an increase to your will.

### Prerequisites

In Rage

### Benefit

+1 to Will saving throws when in Rage

### Special

Can only be taken once

## Rapid Rage Recovery

You require less time than other barbarians to fully recover from the effects of rage.

### Prerequisites

4<sup>th</sup> level

### Benefit

The number of hours needed to fully restore rage per day is reduced to 7 hours from 8.

### Special

Can only be taken once

## Rapid Movement

Sacrificing protection for speed allows you to run faster in bursts.

### Prerequisites

Wearing Light or no armor

### Benefit

+5 to speed when wearing light or no armor. May be used a number of times per day equal to CON mod. Lasts 1d4 rounds, with the same duration before it can be used again

### Special

May be taken multiple times, each time it increases the number of uses and duration by 1.

## Screaming Rage

Your rage and fury knows no bounds and your scream at your opponent while glaring at them, breaking the nerves of lesser beings.

### Prerequisites

Rage Power (Intimidating Glare)

### Benefit

The effect of Intimidating Glare lasts an extra 1d 4 rounds.

### Special

If the character cannot speak or be heard by the one Intimidating Glare is being used on, this feat cannot be used and gives no bonus.

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Feats for bards and their instruments

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Aimed at the sci-fi genre, this generator will help you in making drugs or medicines

### Fantastic Feats Volume 8

#### Stupid & Overpowered 2

More stupid or overpowered feats for your villains and npc

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Feats for the most devout servants of the gods

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