

RULE OF COOL Gaming presents

Legend

Pocket Edition

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Barbarian

All cultures have tales of the barbarian: a primal warrior capable of feats of strength that astonish lesser men. But not all barbarians are crazed berserkers. Some are determined warriors who channel a strength not entirely their own; some are chiefs of the woods that can call on a host of fighters to descend on their foes. All, however, can burst forth with a deadly might at the moment of need, and all are truly terrifying to behold.

Party Role: A barbarian is the master of damage, equally skilled at dealing and receiving it. Don't be afraid to charge into the fray.

Barbarians in Your Game: Barbarians make excellent tribesmen or savages, but they can also be found in gladiator arenas or the ranks of the army's elite battalions.

Multiclassing Tips: If you want more offensive power for your barbarian, consider the paladin's Smiting track. The monk's Discipline of the Crane augments your defensive abilities and lets you catch up to fleeing enemies.



10 HP/LVL		5 SKILLS	STR KOM	CON KDM
Level	BAB	Fort	Ref	Will
1	+1	2	0	2
2	+2	3	1	3
3	+3	4	1	4
4	+4	4	2	4
5	+5	5	2	5
6	+6	6	3	6
7	+7	6	3	6
8	+8	7	4	7
9	+9	8	4	8
10	+10	8	5	8
11	+11	9	5	9
12	+12	10	6	10
13	+13	10	6	10
14	+14	11	7	11
15	+15	12	7	12
16	+16	12	8	12
17	+17	13	8	13
18	+18	14	9	14
19	+19	14	9	14
20	+20	15	10	15

Path of Rage

Path of the Ancestors

Table 3-1
Barbarian
Track
Abilities

Level

Path of Destruction

1	Rage	Lesser Resilience
2	Cleave	
3		Hard to Break
4	Powerful Rage	
5	Whirlwind	
6		Readiness
7	Intimidating Rage	
8	Disrupting Presence	
9		Resilience
10	Greater Rage	
11	Terrifying Presence	
12		Ancestral Blessing
13	Stubborn Rage	
14	Path of Blades	
15		Greater Readiness
16	Mighty Rage	
17	Greater Cleave	
18		Strength Unbroken
19	Heart of Fury	
20	Deadly Presence	

Path of Rage

You must have Strength as your Key Offensive Modifier or possess the Elven War Dance feat to take this track.

All bonuses from this track are fury bonuses, which do not stack with other tracks' fury bonuses. A creature benefiting from a fury bonus may not benefit from sources of [Precision] damage.

1st Circle – Rage^{EX}: You channel the barbarian rage, a state where you gain heightened morale and physical prowess at the cost of defense. As a swift action, you can enter a rage, gaining a +1 bonus to attack and damage rolls per circle you possess from this track (to a maximum of +7 with 7 circles), but taking a -1 penalty to Armor Class, and a +1 bonus to Fortitude and Will saves. You also gain 2 temporary hit points per level. These temporary hit points are lost when your rage ends. You can rage for a maximum number of [Rounds] equal to 3 + your Constitution modifier (if

positive) at any one time, and can always prematurely end your rage as a free action.

When your rage ends, you are [Fatigued] for as many [Rounds] as you spent raging (minimum 1).

You can enter a rage whenever you wish, as long as you are not [Fatigued] or [Exhausted]. You are either in rage or not in rage, so you cannot enter an additional rage while already raging.

2nd Circle – Powerful Rage^{EX}: Your rage gives you unusual physical ability equal to a creature much larger than yourself. While raging, you count as being one size larger than yourself. You gain a +2 bonus to Strength, a -2 penalty to Dexterity, and your [Melee] range increases by 5 ft; however, you occupy the same space as normal.

3rd Circle – Intimidating Rage^{EX}: When entering rage, you can attempt to intimidate a single opponent within 30 ft as a free action (as per the in-combat use of the Intimidate skill). If your intimidate attempt succeeds, you also apply the [Shaken] condition to that opponent until the

end of the [Encounter]. Even if you rage multiple times in a single [Encounter], you can only use this ability once per [Encounter].

4th Circle – Greater Rage^{EX}: Your rage increases in potency. You gain 4 temporary HP per level instead of 2, and your bonuses to Fortitude and Will saves increase to +2. Your Armor Class penalty increases to -2. Additionally, select one of the following abilities (this choice is permanent).

Hurling Charge: While raging, if you use the Charge combat maneuver, you can make a single ranged attack roll or throw a single object (whether the thrown object requires an attack roll or not). You can do so at any point during your movement, for purposes of calculating range and line of sight.

Momentum Charge: While raging, if you use the Charge combat maneuver and successfully hit with your melee attack, you can immediately advance into your opponent's square and activate the Bull Rush combat maneuver. If your Bull Rush attempt succeeds, your opponent takes damage equal to your