

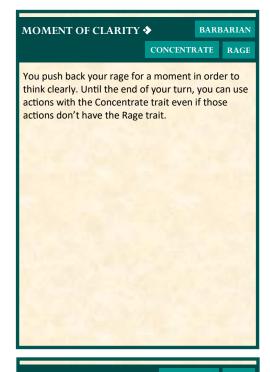
Requirements: You aren't fatigued or raging.

You tap into your inner fury and begin raging. You gain a number of temporary Hit Points equal to your level plus your Constitution modifier. This frenzy lasts for 1 minute, until there are no enemies you can perceive, or until you fall unconscious, whichever comes first. You can't voluntarily stop raging.

While you are raging: You deal 2 additional damage with melee weapons and unarmed strikes; you take a -1 penalty to AC; you can't use actions with the Concentrate trait unless they also have the Rage trait. You can Seek while raging.

After you stop raging, you lose any remaining temporary Hit Points from Rage, and cannot Rage again for 1 minute.

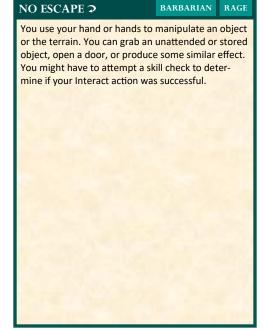
# Trigger: You use the Rage action on your turn. Use an action that has the Rage trait. Alternatively, you can increase the actions of the triggering Rage to 2 to instead use a 2-action activity with the Rage trait.



## SUDDEN CHARGE STATE BARBARIAN FLOURISH OPEN

With a quick sprint, you dash up to your foe and swing. Stride twice. If you end your movement within melee reach of at least one enemy, you can make a melee Strike against that enemy. You can use Sudden Charge while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

## Desperate to finish the fight, you pour all your rage into one final blow. Make a Strike, If it hits, you gain a circumstance bonus to damage equal to the number of rounds remaining in your Rage (maximum 10). After this Strike, your Rage immediately ends, and you are fatigued until you rest for at least 10 minutes.



## SHAKE IT OFF \* BARBARIAN CONCENTRATE RAGE

You concentrate on your rage, overcoming fear and fighting back sickness. Reduce your Frightened condition value by 1, and attempt a Fortitude save to recover from the Sickened condition as if you had spent an action retching; you reduce your Sickened condition by 1 on a Failure (but not a Critical Failure), by 2 on a Success, and by 3 on a Critical Success.

## Strike and compare the attack roll result to the ACs of up to two foes, each of whom must be within melee reach and adjacent to each other. Roll damage only once and apply it to each creature you hit. A Swipe counts as two attacks for the multiple attack penalty. If you're using a weapon with the Sweep trait, it's modifier applies to all of your Swipe attacks.

You make a wide, arcing swing. Make a single melee

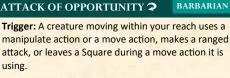
SWIPE ❖❖

BARBARIAN FLOURISH

### WOUNDED RAGE 2 BARBARIAN

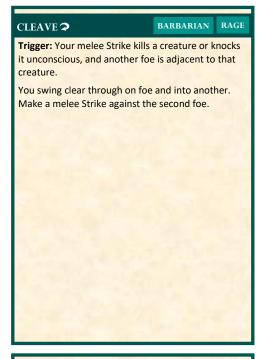
**Trigger:** You take damage and are capable of entering into a rage.

You roar in pain, awakening the rage within you. You Rage.



BARBARIAN

You swat the foe that leaves an opening. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

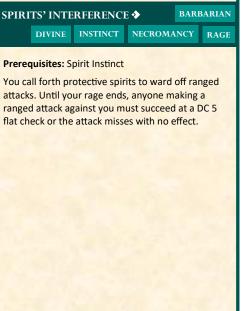


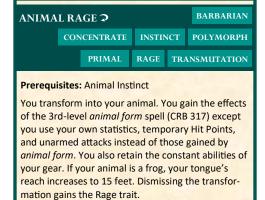


You wait for the right moment to act. The rest of your turn doesn't happen yet. Instead, you are removed from the initiative order. You can return to the initiative order as a free action triggered by the end of another creature's turn. This permanently changes your initiative to the new position. You can't use reactions until you return to the initiative order. If you Delay an entire round without returning to the initiative order, the actions from your Delayed turn are lost, your initiative position doesn't change, and your next turn occurs at your original position.

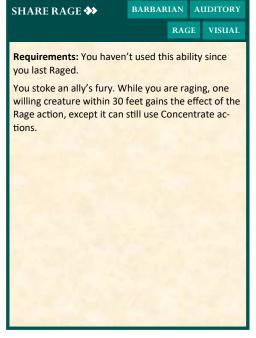
When you Delay, any persistent damage or other negative effects that normally occur at the start or end of your turn occur immediately. Any beneficial effects that would end at any point during your turn also end.



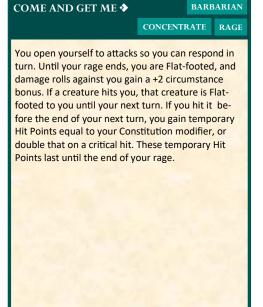


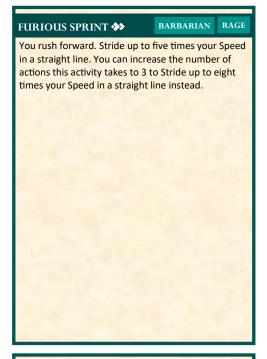


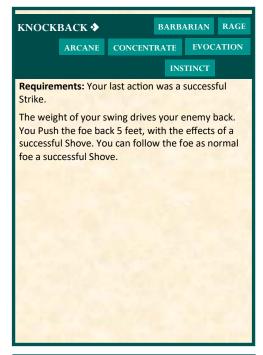












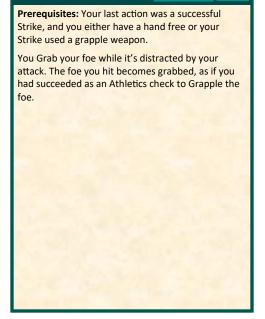


ture is then temporarily immune to Terrifying Howl

for 1 minute.



SPIRIT'S WRATH �



BARBARIAN RAGE

FURIOUS GRAB ?



You close the distance to your prey in a blur, pouncing on the creature before it can react. You Stride up to your Speed and make a Strike at the end of your movement.

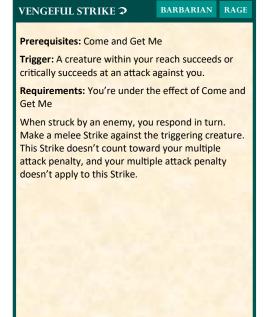
Prerequisites: Spirit Instinct You call forth an ephemeral apparition, typically the ghost of an ancestor or a nature spirit, which takes the form of a wisp. The spirit wisp makes a melee wisp rush unarmed attack against an enemy within 120 feet of you The wisp's attack modifier is equal to your proficiency bonus for martial weapons plus your Strength modifier plus a +2 item bonus, and it applies the same circumstances and status bonuses and penalties you have. On a hit, the wisp does damage equal to 4d8 plus your Constitution modifier. The damage is your choice of negative or positive damage; don't apply your Rage damage or weapon specialization damage. The circumstance and status bonuses and penalties that would affect the wisp's damage apply. If the wisp's Strike is a critical hit, the target becomes Frightened 1. This attack uses and counts towards your multiple attack penalty as if you were the one attacking.

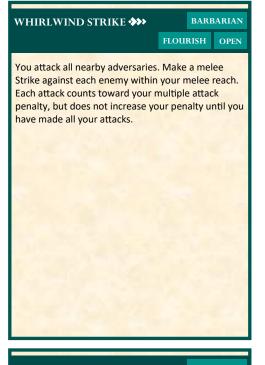
ATTACK CONCENTRATE INSTINCT RAGE

BARBARIAN

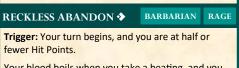


You extend your body and prepare to attack foes outside your normal reach. Until your rage ends, all your melee weapons and unarmed attacks gain Reach 10. This doesn't increase the reach of any weapon or unarmed attacks that already has the Reach trait, but it does combine with abilities that increase your reach due to increased size, such as Giant's Stature.

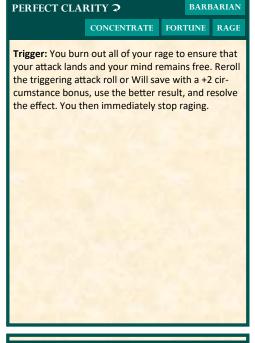


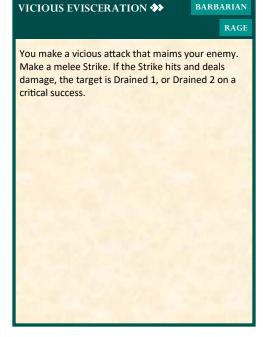






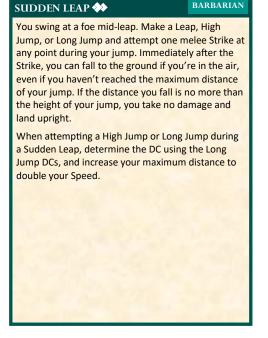
Your blood boils when you take a beating, and you throw caution to the wind to finish the fight. You gain a +2 circumstance bonus to attack rolls, a -2 penalty to AC, and a -1 penalty to saves. These bonuses and penalties last until your Rage ends or until you are above half Hit Points, whichever comes first.





### QUAKING STOMP >> BARBARIAN MANIPULATE RAGE Frequency: Once per 10 minutes

You stomp the ground with such force that it creates a minor earthquake, with the effects of the earthquake spell (CRB 334).



BARBARIAN