

## RAGE

BARBARIAN

CONCENTRATE

EMOTION

MENTAL

**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.

## MIGHTY RAGE

BARBARIAN

**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.

## MOMENT OF CLARITY

BARBARIAN

CONCENTRATE

RAGE

You push back your rage for a moment in order to think clearly. Until the end of your turn, you can use actions with the Concentrate trait even if those actions don't have the Rage trait.

## SUDDEN CHARGE

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.

## FURIOUS FINISH

BARBARIAN

RAGE

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.

## NO ESCAPE

BARBARIAN

RAGE

You use your hand or hands to manipulate an object or the terrain. You can grab an unattended or stored object, open a door, or produce some similar effect. You might have to attempt a skill check to determine if your Interact action was successful.

## 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.

## SWIPE

BARBARIAN

FLOURISH

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

## WOUNDED RAGE

BARBARIAN

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

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

ATTACK OF OPPORTUNITY ↻

BARBARIAN

**Trigger:** A creature moving within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a Square during a move action it is using.

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.

CLEAVE ↻

BARBARIAN

RAGE

**Trigger:** Your melee Strike kills a creature or knocks it unconscious, and another foe is adjacent to that creature.

You swing clear through on foe and into another. Make a melee Strike against the second foe.

DRAGON'S RAGE BREATH ♦♦

BARBARIAN

ARCANE

CONCENTRATE

EVOCATION

INSTINCT

RAGE

**Trigger:** Your turn begins.

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.

GIANT'S STATURE ♦♦

BARBARIAN

INSTINCT

POLYMORPH

PRIMAL

RAGE

TRANSMUTATION

**Prerequisites:** Giant Instinct

You grow to incredible size. You become Large, increasing your reach by 5 feet and gaining the Clumsy 1 condition (618) until you stop raging. Your equipment grows with you.

SPIRITS' INTERFERENCE ♦

BARBARIAN

DIVINE

INSTINCT

NECROMANCY

RAGE

**Prerequisites:** Spirit Instinct

You call forth protective spirits to ward off ranged attacks. Until your rage ends, anyone making a ranged attack against you must succeed at a DC 5 flat check or the attack misses with no effect.

ANIMAL RAGE ↻

BARBARIAN

CONCENTRATE

INSTINCT

POLYMORPH

PRIMAL

RAGE

TRANSMUTATION

**Prerequisites:** Animal Instinct

You transform into your animal. You gain the effects of the 3rd-level *animal form* spell (CRB 317) except you use your own statistics, temporary Hit Points, and unarmed attacks instead of those gained by *animal form*. You also retain the constant abilities of your gear. If your animal is a frog, your tongue's reach increases to 15 feet. Dismissing the transformation gains the Rage trait.

RENEWED VIGOR ♦

BARBARIAN

CONCENTRATE

RAGE

You pause to recover your raging vigor. You gain temporary Hit Points equal to half your level plus your Constitution modifier.

SHARE RAGE ♦♦

BARBARIAN

AUDITORY

RAGE

VISUAL

**Requirements:** You haven't used this ability since you last Raged.

You stoke an ally's fury. While you are raging, one willing creature within 30 feet gains the effect of the Rage action, except it can still use Concentrate actions.

THRASH ↻

BARBARIAN

RAGE

**Requirements:** You have a foe grabbed.

You thrash the grabbed foe. It takes bludgeoning damage equal to your Strength modifier plus your ferocious specialization damage plus your Rage damage. The foe must attempt a basic Fortitude save against your class DC.

COME AND GET ME ⚔

BARBARIAN

CONCENTRATE

RAGE

You open yourself to attacks so you can respond in turn. Until your rage ends, you are Flat-footed, and damage rolls against you gain a +2 circumstance bonus. If a creature hits you, that creature is Flat-footed to you until your next turn. If you hit it before the end of your next turn, you gain temporary Hit Points equal to your Constitution modifier, or double that on a critical hit. These temporary Hit Points last until the end of your rage.

FURIOUS SPRINT ⚔

BARBARIAN

RAGE

You rush forward. Stride up to five times your Speed in a straight line. You can increase the number of actions this activity takes to 3 to Stride up to eight times your Speed in a straight line instead.

KNOCKBACK ⚔

BARBARIAN

RAGE

ARCANE

CONCENTRATE

EVOCATION

INSTINCT

**Requirements:** Your last action was a successful Strike.

The weight of your swing drives your enemy back. You Push the foe back 5 feet, with the effects of a successful Shove. You can follow the foe as normal foe a successful Shove.

TERRIFYING HOWL ⚔

BARBARIAN

AUDITORY

RAGE

**Prerequisites:** Intimidating Glare

You unleash a terrifying howl. Attempt Intimidate checks to Demoralize each enemy within 30 feet. Regardless of the results of your check, each creature is then temporarily immune to Terrifying Howl for 1 minute.

DRAGON’S RAGE WINGS ⚔

BARBARIAN

INSTINCT

POLYMORPH

PRIMAL

RAGE

TRANSMUTATION

**Prerequisites:** Dragon Instinct

You sprout wings from your back of the same color as your chosen dragon. While you are raging, you gain a fly Speed equal to your land Speed. If you are flying when your rage ends, you start to fall but the transformation only completes at the last moment, so you take no damage from the fall and land standing up.

FURIOUS GRAB ⤵

BARBARIAN

RAGE

**Prerequisites:** Your last action was a successful Strike, and you either have a hand free or your Strike used a grapple weapon.

You Grab your foe while it’s distracted by your attack. The foe you hit becomes grabbed, as if you had succeeded as an Athletics check to Grapple the foe.

PREDATOR’S POUNCE ⚔

BARBARIAN

FLOURISH

INSTINCT

OPEN

RAGE

**Prerequisites:** Animal Instinct

**Requirements:** You are unarmored or wearing light armor.

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.

SPIRIT’S WRATH ⚔

BARBARIAN

ATTACK

CONCENTRATE

INSTINCT

RAGE

**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.

GIANT’S LUNGE ⤵

BARBARIAN

CONCENTRATE

INSTINCT

RAGE

**Prerequisites:** Giant instinct

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.

VENGEFUL STRIKE ↷

BARBARIAN

RAGE

**Prerequisites:** Come and Get Me

**Trigger:** A creature within your reach succeeds or critically succeeds at an attack against you.

**Requirements:** You're under the effect of Come and Get Me

When struck by an enemy, you respond in turn. Make a melee Strike against the triggering creature. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

WHIRLWIND STRIKE ⬠⬠

BARBARIAN

FLOURISH

OPEN

You attack all nearby adversaries. Make a melee Strike against each enemy within your melee reach. Each attack counts toward your multiple attack penalty, but does not increase your penalty until you have made all your attacks.

DRAGON TRANSFORMATION ⬠⬠

BARBARIAN

CONCENTRATE

INSTINCT

POLYMORPH

PRIMAL

RAGE

TRANSMUTATION

**Prerequisites:** Dragon Instinct, Dragon's Rage Wings

You transform into a ferocious Large dragon, gaining the effects of 6th-level *dragon form* (CRB 332) except that you use your own AC and attack modifier, and your class DC for save; you also apply your extra damage from Rage. The action to Dismiss the transformations gains the Rage trait.

At 18th level, you gain a +20-foot status bonus to your fly Speed, your damage bonus with dragon Strikes increases to +12, your breath weapon DC uses your class DC for the save, and you gain a +14 status bonus to your breath weapon damage.

RECKLESS ABANDON ⬠

BARBARIAN

RAGE

**Trigger:** Your turn begins, and you are at half or fewer Hit Points.

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.

PERFECT CLARITY ↷

BARBARIAN

CONCENTRATE

FORTUNE

RAGE

**Trigger:** You burn out all of your rage to ensure that your attack lands and your mind remains free. Reroll the triggering attack roll or Will save with a +2 circumstance bonus, use the better result, and resolve the effect. You then immediately stop raging.

VICIOUS EVISCERATION ⬠⬠

BARBARIAN

RAGE

You make a vicious attack that maims your enemy. Make a melee Strike. If the Strike hits and deals damage, the target is Drained 1, or Drained 2 on a critical success.

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).

SUDDEN LEAP ⬠⬠

BARBARIAN

You swing at a foe mid-leap. Make a Leap, High Jump, or Long Jump and attempt one melee Strike at any point during your jump. Immediately after the Strike, you can fall to the ground if you're in the air, even if you haven't reached the maximum distance of your jump. If the distance you fall is no more than the height of your jump, you take no damage and land upright.

When attempting a High Jump or Long Jump during a Sudden Leap, determine the DC using the Long Jump DCs, and increase your maximum distance to double your Speed.