

## BARBARIAN MARTIAL MASTERY

### Class Function

**Combat Training:** Weapons, All Armor, All Shields

**Maneuvers:** You learn all Attack Maneuvers. You learn additional Maneuvers as shown in the Maneuvers Known column of the Barbarian Class Table.

**Techniques:** The number of Techniques you know increases as shown in the Techniques Known column of the Barbarian Class Table.

**Stamina Points:** Your maximum number of Stamina Points increases as shown in the Stamina Points column of the Barbarian Class Table.

## BARBARIAN STAMINA

### Level 1 Feature

When you score a Heavy or Critical Hit against a creature (or one is scored against you), you regain **1 SP**, provided you don't spend SP as part of that action.

## RAGE

### Level 1 Feature

During Combat, you can spend **1 AP** and **1 SP** to enter a Rage for 1 minute. For the duration, you're subjected to the following effects:

- You deal **+1** damage on Melee Martial Attacks.
- You have ADV on Might Checks and Saves.
- Your PD decreases by 5.
- You gain Resistance (Half) to Elemental and Physical damage.

**Ending Early:** Your Rage ends early if you fall **Unconscious**, die, or you choose to end it for free on your turn.

## BERSERKER

### Level 1 Feature

Your primal savagery grants you the following benefits:

**Charge:** When you make a Melee Martial Attack on your turn, you can move up to 2 Spaces immediately before making the Attack.

**Berserker Defense:** You gain access to the following PD formula while not wearing Armor:

**8 + CM + (AGI or MIG) + 2.**

**Fast Movement:** You gain **+1** Speed while not wearing Armor.

**Mighty Leap:** You can use your Might instead of Agility to determine your Jump Distance and the damage you take from Falling.

## SHATTERING FORCE

### Level 1 Feature (flavor)

When you hit a structure or mundane object with a Melee Attack, it's considered a Critical Hit.

## BATTLECRY

### Level 2 Feature

You can spend **1 AP** and **1 SP** to release a shout of your choice listed below. Until the start of your next turn, you and creatures of your choice within 10 Spaces that can see or hear you are subjected to the effects of your shout. A creature can only benefit from the same type of shout once at a time.

• **Fortitude Shout:** Each creature gains Resistance (1) against the next source of Physical or Elemental damage.

• **Fury Shout:** Each creature deals **+1** damage on their next Attack against 1 target.

• **Urgent Shout:** Each creature gains **+1** Speed until the start of your next turn.

## RAGING ELEMENTS

### Level 3 Subclass Feature

You can surround yourself with the elements (such as fire, lightning, water, earth) or violent weather (such as blizzards, storms, volcanoes, or earthquakes). Choose 1 of the following damage types: Cold, Fire, Lightning, or Physical. The chosen Damage Type becomes your Elemental Rage damage. If you chose Physical damage, then each time you Rage you choose Bludgeoning, Piercing, or Slashing damage. While Raging, you gain a 2 Space Aura of elements that grants the following benefits:

• **Erupting Elements:** When a creature within your Aura deals damage to you, they immediately take **1** Elemental Rage damage.

## RAGING ELEMENTS (CONT'D)

### Level 3 Subclass Feature

**Elemental Blast:** You can spend **1 AP** and **1 SP** to blast 1 or more creatures of your choice within your Aura. Make a Spell Check against the PD of each target within range. **Attack Hit:** A target takes **1** Elemental Rage damage.

**Single Target:** If the Attack only targets 1 creature, they instead take **3** damage.

**Aura Type:** Choose 1 of the following additional benefits:

• **Slowing Aura:** Spaces within your Aura count as Difficult Terrain for creatures of your choice. Additionally, when a creature within your Aura fails a Save you force it to make, they're also **Slowed** until the end of their next turn.



## RAGING ELEMENTS (CONT'D)

### Level 3 Subclass Feature

- **Splashing Aura:** Once per Turn when you deal Elemental Rage damage to a creature, you can automatically deal **1** Elemental Rage damage to a creature within 1 Space of it.
- **Stunning Aura:** Once per Turn when a creature within your Aura fails a Save you force it to make, it also can't spend AP on Reactions until the start of its next turn.
- **Pushing Aura:** When you use your Elemental Blast, creatures affected must make a Physical Save. **Failure:** Each target is moved 2 Spaces toward or away from you (your choice).

## ELEMENTAL AFFINITY

### Level 3 Subclass Feature (flavor)

You are infused with the power of your Element and can make yourself heard over crackling infernos, howling blizzards, thundering storms, and rumbling earthquakes. You gain the following benefits:

- You can make your voice boom up to 3 times louder than normal.
- You can call upon non-harmful magic of your Elemental damage type to swirl around you in a visual display.
- You have ADV on Saves against **Exhaustion** due to environmental effects.

## ANCESTRAL GUARDIAN

### Level 3 Subclass Feature

**Bestowed Protection:** You learn 1 of the following Maneuvers: Parry, Protect, or Raise Shield. If you already know all 3, then you can learn any Maneuver of your choice instead.

**Spiritual Aura:** While Raging, you gain Mystical Resistance (1) and a 5 Space Aura that grants the following benefits:

- You can use the Shove Action on any creature within your Aura. When you do, the creature is pushed horizontally in a direction of your choice.
- You can use the Parry, Protect, and Raise Shield Maneuvers on any creature within your Aura, provided you know the Maneuver. Using Raise Shield in this way doesn't require you to be wielding a Shield.

## ANCESTRAL KNOWLEDGE

### Level 3 Subclass Feature (flavor)

You have ADV on Checks to recall information about the history of your Ancestries (such as Human, Dwarf, or Elf). Additionally, once per Long Rest when you make a Trade or Language Check, you can choose to gain ADV on the Check as a spirit lends you its experience.

## UNFATHOMABLE STRENGTH

### Level 3 Subclass Feature

*Requirements: Rage, Level 3*

**Titan Grip:** While **Raging**, you can wield Two-Handed Weapons using only one hand.

**Leg Day:** Your Jump Distance increases by 1.

## SWIFT BERSERKER

### Level 3 Subclass Feature

*Requirements: Rage, Berserker, Level 3*

**Quick to Anger:** When you roll for Initiative, you can spend **1 SP**, as a Reaction, to Rage.

**Unstoppable Charge:** The movement granted by your Charge ignores Difficult Terrain and doesn't provoke Opportunity Attacks.

