

# BARBARIAN CARD DECK



CLASS FEATURE + TALENTS

*Customizable Character Class Deck  
compatible with 13<sup>th</sup> Age™, and The Archmage Engine™*

BARBARIAN CARD DECK

*Design by* Kazekami — [kazekami303@gmail.com](mailto:kazekami303@gmail.com)

*Version* 1.0 — May 2014

## LEGAL NOTICE

This *Barbarian Card Deck* uses trademarks and/or copyrights owned by Fire Opal Media, which are used under the Fire Opal Media, 13<sup>th</sup> Age Community Use Policy. We are expressly prohibited from charging you to use or access this content. This *Barbarian Card Deck* is not published, endorsed, or specifically approved by Fire Opal Media.

For more information about Fire Opal Media's 13<sup>th</sup> Age Community Use Policy, please visit:

[www.fireopalmedia.com/communityuse](http://www.fireopalmedia.com/communityuse)

For more information about Fire Opal Media and 13<sup>th</sup> Age products, please visit:

[www.fireopalmedia.com](http://www.fireopalmedia.com) and

[www.pelgranepress.com](http://www.pelgranepress.com)

*Licensed under the Open Game License.*

## BARBARIAN CLASS FEATURE

## BARBARIAN RAGE

## CLASS FEATURE

## RECHARGE

## QUICK ACTION

## MELEE AND THROWN WEAPON ATTACKS

## EFFECT

Once per day, use a quick action to start raging. A rage lasts until the end of battle, or about 5 minutes.

While raging, you roll 2d20 to hit with your barbarian melee and thrown weapon attacks instead of 1d20.

Use the higher roll for the attack.

## CRITICAL EFFECT

If you roll a natural 11+ with both dice and your highest attack roll is a hit, the attack is a critical hit!

## RECHARGE

**Recharge 16+:** After a battle in which you rage, roll a d20 and add your Constitution modifier. On a 16+, you can use *Barbarian Rage* again later in the day.

## BARBARIAN CLASS FEATURE

## BARBARIAN RAGE

## CLASS FEATURE USED

## RECHARGE 16+ AFTER BATTLE

*add your Constitution modifier to the recharge roll*

## ADVENTURER FEAT

LEARNED ✦

Whenever the escalation die is 4+, as a quick action, you can start raging for free. (It doesn't count against your normal usage.) This rage lasts until the end of the battle, as normal.

## CHAMPION FEAT

USED ✦ LEARNED ✦

You can now start raging freely when the escalation die is 3+.

## EPIC FEAT

LEARNED ✦

You can now start raging freely when the escalation die is 2+.

## BARBARIC CLEAVE

TALENT

ONCE PER BATTLE

FREE ACTION

*Trigger:* Drop an enemy to 0 hit points with a standard melee attack.

EFFECT

Once per battle, as a free action, you can make a **standard melee attack** after having dropped any enemy to 0hp with a standard melee attack.

Mooks do not count for this, unless the mook you dropped was the last of its mook mob.

## BARBARIC CLEAVE

TALENT USED

ONCE PER BATTLE

ADVENTURER FEAT

LEARNED ✦

You gain a +2 attack bonus with *Barbaric Cleave* attacks. If the cleave attack hits, you can *heal using a recovery*.

CHAMPION FEAT

LEARNED ✦

If there is no foe engaged with you to use your *Barbaric Cleave* attack against, as a free action you can move to a nearby foe before making the attack.

EPIC FEAT

LEARNED ✦

While raging, you can use *Barbaric Cleave* as many times as you like during a battle, but only once per round.

HEAL USING A RECOVERY

The character targeted with a healing effect uses one of their *recoveries* and rolls their own *recovery dice*.

## BUILDING FRENZY

TALENT

DAILY

FREE ACTION

*Trigger:* You missed with an attack.

EFFECT

One battle per day, as a free action **after you have missed an attack, gain +1d4 damage to each successful melee attack** until the end of the battle. **For each missed attack following this, add another +1d4 damage, up to a maximum of +4d4 damage.**

ADVENTURER FEAT

LEARNED ✦

Bonus damage dice are now d6s.

CHAMPION FEAT

LEARNED ✦

Bonus damage dice are now d10s.

EPIC FEAT

USED ✦ LEARNED ✦

You can use *Building Frenzy* twice a day.

## BUILDING FRENZY

TALENT USED

DAILY

## SLAYER

## TALENT

*Trigger:* You attack a *staggered* enemy you were not engaged with at the start of your turn.

## EFFECT

During your turn, when you attack a *staggered* enemy you were not engaged with at the start of your turn, deal +1d6 damage per level to that creature if you hit.

## ADVENTURER FEAT

LEARNED ✦

You gain a +2 bonus to *Slayer* attacks.

## CHAMPION FEAT

USED ✦ LEARNED ✦

Once per battle, when you miss with a *Slayer* attack, deal the additional +1d6-per-level damage to the target instead of normal miss damage.

## EPIC FEAT

LEARNED ✦

Whenever one of your *Slayer* attacks drops a non-mook enemy to 0 hp, you gain 20 temporary hit points.

## SLAYER

## TALENT

## STAGGERED

When you are reduced to half your hit points or fewer, you're *staggered*.

## STRONGHEART

## TALENT

## EFFECT

Your *recovery dice* are d12s instead of d10s.

## ADVENTURER FEAT

LEARNED ✦

Increase your total number of *recoveries* by 1.

## CHAMPION FEAT

USED ✦ LEARNED ✦

You gain +1 PD.

When you *heal using a recovery*, you can roll a save against a save ends effect.

## EPIC FEAT

LEARNED ✦

Increase your total number of *recoveries* by 1 (making a total of +2 from this talent).

## STRONGHEART

## TALENT

## HEAL USING A RECOVERY

The character targeted with a healing effect uses one of their *recoveries* and rolls their own *recovery dice*.

## UNSTOPPABLE

## TALENT

ONCE PER BATTLE

*Trigger:* Declare you're using *Unstoppable* before making a barbarian melee attack.

## EFFECT

Once per battle, declare you're using *Unstoppable* before making a barbarian melee attack.

**If your attack hits at least one target, you can heal using a recovery.**

## ADVENTURER FEAT

LEARNED ✦

The Unstoppable *recovery* is free.

## CHAMPION FEAT

LEARNED ✦

Add double your Constitution modifier to the healing the *recovery* provides.

## EPIC FEAT

LEARNED ✦

You can use *Unstoppable* twice per battle.

## UNSTOPPABLE

## TALENT USED

## ONCE PER BATTLE

## HEAL USING A RECOVERY

The character targeted with a healing effect uses one of their *recoveries* and rolls their own *recovery dice*.

## FREE RECOVERY

You can recover hit points as if you were using a *recovery* (without actually spending the *recovery*).

## WHIRLWIND

## TALENT

## FIRST ACTION OF YOUR TURN

*epic feat: anytime during your turn*

*Trigger: You are engaged by two or more enemies.*

## EFFECT

You can make a *Whirlwind* attack as the first action of your turn when you are engaged by two or more enemies.

You take a **-4 penalty to your AC and PD until the start of your next turn. Then roll a separate melee attack against each enemy you are engaged with.**

You deal **no miss damage** with these attacks.

## WHIRLWIND

## TALENT

## ADVENTURER FEAT

LEARNED ✦

You now deal normal miss damage with missed *Whirlwind* attacks.

## CHAMPION FEAT

LEARNED ✦

The penalty to your AC and PD is reduced to **-2**.

In addition, disengage checks you make the same turn as using *Whirlwind* automatically succeed.

## EPIC FEAT

LEARNED ✦

You can use *Whirlwind* anytime during your turn, not just as the first action.



## NATURAL WILL

TALENT

DAILY

## QUICK ACTION

## EFFECT

One battle per day as a quick action, you gain a **+2 bonus to your Mental Defense until the end of the battle.**

## ADVENTURER FEAT

USED  LEARNED 

You can now use *Natural Will* in two battles per day.

## CHAMPION FEAT

LEARNED 

The bonus increases to **+4 Mental Defense.**

## EPIC FEAT

LEARNED 

You can now use *Natural Will* as a free action when an enemy attacks you.

## NATURAL WILL

TALENT USED

DAILY

## VIOLENCE

TALENT

ONCE PER BATTLE

## EFFECT

Once per battle, add a **+1d4 bonus** to a barbarian **melee attack roll** after finding out whether you hit or missed.

## CHAMPION FEAT

LEARNED ✦

If the attack still misses, deal half damage.

## EPIC FEAT

LEARNED ✦

The bonus increases to +1d6.

## VIOLENCE

TALENT USED

ONCE PER BATTLE

## ANCESTRAL WARBAND

TALENT

DAILY

## QUICK ACTION

*Trigger:* At the end of your turn, if you are conscious, roll a d6  $\leq$  the escalation die.

## EFFECT

One battle per day as a quick action, you can call the spirits of your ancestors to fight alongside you. Your ancestors can't be hurt or affected by the creatures of this world.

At the end of each of your turns, if you are conscious, roll a d6. If you roll less than or equal to the escalation die, a member of your spirit warband strikes from the spirit realm into the world.

**Make a melee attack against a nearby enemy as if you were making the attack yourself**, using any talents, feats, or magic items as you see fit. This attack doesn't take any of your actions.

## EPIC FEAT

LEARNED ✨

Your *Ancestral Warband* spirits are always raging, even if you are not, and continue to fight for a single round while you are unconscious.

## ANCESTRAL WARBAND

TALENT USED

DAILY

## RELENTLESS

## TALENT

*Trigger:* You can only use Relentless while you are raging.

## EFFECT

While raging, you have **resist damage 12+**.

(When an attack targets you, the attacker must roll a natural 12 or higher on the attack roll or it only deals half damage).

## EPIC FEAT

LEARNED ✦

Even when not raging, whenever you score a critical hit against an enemy, you have resist damage 12+ until the start of your next turn.

## RELENTLESS

## TALENT

## BARBARIAN POWER PROGRESSION

### POWER PROGRESSION

BARBARIAN	TALENTS		
	ADVENTURER	CHAMPION	EPIC
Level 1	3	—	—
Level 2	3	—	—
Level 3	3	—	—
Level 4	3	—	—
Level 5	3	1	—
Level 6	3	1	—
Level 7	3	1	—
Level 8	3	1	1
Level 9	3	1	1
Level 10	3	1	1

## BARBARIAN POWER PROGRESSION

### POWER PROGRESSION

At 5<sup>th</sup> level, you gain an additional barbarian class talent. Choose one of these champion-tier talents or take another adventurer-tier talent.

At 8<sup>th</sup> level, you gain an additional barbarian class talent. Choose one of these epic-tier talents, or take another adventurer-tier or champion-tier talent instead.

## BARBARIAN BASIC ATTACKS

### MELEE ATTACK

#### BASIC ATTACK

AT-WILL

**Target:** One enemy

**Attack:** Strength + Level vs. AC

#### HIT

Weapon + Strength damage

#### MISS

Damage equal to your level

### RANGED ATTACK

#### BASIC ATTACK

AT-WILL

**Target:** One enemy

**Attack:** Dexterity + Level vs. AC

#### HIT

Weapon + Dexterity damage

#### MISS

—

#### ARMOR AND AC

<i>Armor Type</i>	None	Light	Heavy	Shield
<i>Base AC</i>	10	12	13	+1
<i>Attack Penalty</i>	—	—	-2	—

## BARBARIAN WEAPONS

### MELEE WEAPONS

#### ONE-HANDED

#### TWO-HANDED

#### SMALL

1d8 dagger

1d6 club, staff

#### LIGHT OR SIMPLE

1d6

1d8

hand axe, warclub

spear

#### HEAVY OR MARTIAL

1d8

1d10

longsword, battleaxe

greatsword, greataxe

### RANGED WEAPONS

#### THROWN

#### CROSSBOW

#### BOW

#### SMALL

1d4

1d4 (-5 attack)

—

dagger

hand crossbow

#### LIGHT OR SIMPLE

1d6

1d6 (-5 attack)

1d6

javelin, axe

light crossbow

shortbow

#### HEAVY OR MARTIAL

—

1d8 (-5 attack)

1d8

heavy crossbow

longbow