

## 1: Barbarian - 1d4chan

*DnD - The Barbarian Handbook Disclaimer. I will use the color coding scheme which has become common among Pathfinder build handbooks, which tend to be more consistent than handbooks.*

Race Dwarf Dwarves make fine barbarians, with their very-high Con and their bonuses on saving throws. The lack of a bonus feat hurts a lot early on, however. Dragonborn Dragonborn get additional Con, on top of whatever your race might give, which makes it an obviously-good choice for a barbarian. More importantly, it can also give you flight, which is exceptionally difficult to get otherwise. Human Has to be mentioned; humans are an excellent choice because of the bonus feat. Depending on prestige class choice, human may be compulsory only way to get all the feats you need on time. Particularly at low levels. However, their Powerful Build is very valuable to a lot of barbarians, making them much better at many forms of combat maneuver, and they can improve that with the mountain rage ACF see below. The warforged juggernaut prestige class is also ideal for throwing your weight around and shrugging off any response your enemy can muster. Adamantine Body to get better composite plating than normal. Free action means the only limit is on your daily uses. Immediate action, that may explicitly be taken while flat-footed Sickened after ferocity, sickened immunity only halves penalties The ability score bonuses are good but not as good as rage; most of the time, Dexterity is a tertiary concern for barbarians. Immediate action, even while flat-footed, means you are always going to be in ferocity when you need to be. Resilient Rage Dragon vol. Fatigued after the whirling frenzy. Counts as rage, merely with different-than-usual bonuses; this fact may be useful with stickler DMs Like mountain rage, this variant gives you something new rather than just bonuses. The extra attack stacks with things like Two-Weapon Fighting, Rapid Shot, or haste, which means you cannot easily replace it. You still get Strength, which helps. Lion spirit totem see below becomes that much more important, but it was always pretty much must-have. This replaces your powerful build. This is extremely potent, with superior bonuses and becoming truly Large, for the reach and combat maneuver bonuses. Extraordinary size increases are rare. The stoneblessed prestige class, below, can allow you to get this as a non-goliath read: Totems and Spiritual Totems Unearthed Arcana has a series of variant barbarians known as totem barbarians, which get slightly different class features. Complete Champion has a series of alternate class features known as spiritual totems, which replace fast movement with something. Note that these two are separate options, and so long as your Totem does not replace fast movement i. In both cases, the totems are based on animals, but you need not choose the same animal for each. They need not be the same. The best choice for totem is wolf, without a doubt. Improved Trip without having to take Combat Expertise which you cannot use in a rage, requires Int 13, and is really weak anyway is a massive win, and they do not lose fast movement so a spiritual totem is still an option. The only other way to have both a UA totem and a spiritual totem, horse totem, is garbage unless you for some reason need Run as a prerequisite for something. None of the other totems are particularly good, even though they do sometimes get some useful feats e. Specifically, you want the lion spiritual totem. This is clearly, far-and-away, the best thing you can get for fast movement, and in fact is so important that it is in itself a reason for a lot of people to dip barbarian. The lion spiritual totem gives you pounce, the ability to make a full-attack at the end of a charge. This instantly and immediately solves a lot of the huge mobility problems that 3. Other ACFs and variants Dragon vol. Gain Improved Unarmed Attack and Two-Weapon Fighting but only for unarmed strikes instead of various armor and weapon proficiencies. Even if you plan on using weapons, for a barbarian who was multiclassing something that had those proficiencies anyway, this is basically free. Ignore AC penalty during a charge instead of gaining trap sense. The save bonuses are honestly more valuable, the DR is never in large enough amounts to actually matter. But really, taking enough barbarian levels to even see this is not all that recommended. Number of Barbarian levels Barbarian is a very front-loaded class; you get rage and fast movement at first, uncanny dodge at second, and then More uses of rage are important, but they come too slowly to wait for them from simple barbarian levels you will want Extra Rage. And greater rage, indomitable will, tireless rage, and mighty rage are all past 10th level, which is a very long way away. Thus, I recommend only one or two levels of barbarian. Other base classes Core

Classes Cleric offers a fantastic amount of stuff for a single level by choosing your domains carefully; you can do very well that way. Note that plenty of violent, aggressive, or angry gods exist out there for you to pray to, even in the Good pantheons. Cloistered clerics get far more skill points, and a free Knowledge devotion which Particularly if not using sane multiclassing rules read: A level or two of fighter is Fighter bonus feats are useful to you. Avoid that if you can, however. A level or two of psychic warrior could stand in for fighter to get feats, if you can afford the BAB loss. Powers like expansion are very, very good, and can be used before starting a rage. Tome of Battle This is, more-or-less, where you want to end up. I strongly recommend your fifth character level be in either crusader or warblade. Because of the way initiator level works other class levels count half, you will start with IL 3, sufficient to take 2nd-level maneuvers with your initial load-out of maneuvers. This is very nice. The crusader gets a delayed-damage pool: Tiger Claw also allows large amounts of damage, being very offensively-oriented. Diamond Mind, sadly, is not really useful to you since it relies on Concentration. And both of these classes get access to Stone Dragon and White Raven. Mountain hammer, a 2nd-level maneuver, is also extremely useful as a tool, since it ignores Hardness " queue bashing through walls. Also allows access to Stone Power: White Raven, on the other hand, is all about leading the charge: As a barbarian with Pounce, charges make you very happy indeed. And the ability to improve your allies around you is also extremely potent. Still, dwarves get martial proficiency with a double weapon, which could make them solid for this class, though its best feature is kind of wasted. Deepstone Sentinel Tome of Battle, Dwarf-only The Tome of Battle version of the dwarven defender, the deepstone sentinel is quick, easy, and Stone Dragon is very good about throwing yourself into the fray without a care in the world. Be careful about the restriction that Stone Dragon maneuvers may only be initiated on the ground; does not work well with, e. Dragon Disciple A sort of interesting choice; whatever you do to get arcane spellcasting is going to be somewhat ruined between rage and the lack of progression, but you will get considerable ability score bonuses and at the end of it, the sweet Dragon type. Particularly interesting amusing in the case of mountain rage goliaths, as half-dragons are entitled to dragon wings only when Large or larger, which means that when you mountain rage, you suddenly sprout enormous, functional dragon wings. More of a novelty than anything else though. Your question indicates that you are already familiar with it. Just note that there are a lot of ways for a prepared team to handle you if you lose control: And the fact that frenzied berserker gains, in addition to its iconic frenzy, supreme cleave and improved and supreme power attack, both features you are very interested in, this becomes an excellent choice. Just talk with your group and DM before doing it. Not particularly impressive, really. Hulking Hurler Complete Warrior Do stupidly-huge damage with thrown rocks. Still, a good option for range and damage. Could be interesting with bloodstorm blade, though. Also, shares a lot of prerequisites with master thrower, which helps if you go in for the thrown weapon thing. Primeval Frostburn You gain an alternate form, which adds sizeable ability score bonuses that improve with level, plus the claws and such of that form which must be a dinosaur or dire animal. The alternate form can be a size category larger than you, too, which is awesome. The feat requirements are awful, too. You can qualify at 2nd level, and it is only 3 levels long, so you can finish it by 5th level. The advantage is that its capstone is the ability to count as your chosen race for prerequisites. Getting that by 5th means the ability to start a racial prestige class on time at 6th. But more importantly to a rage-focused character, if your adopted race is goliath, you qualify for mountain rage. Unfortunately, it has mediocre everything: But aside from the prerequisite-meeting capstone, its class features are entirely forgettable minor skill bonuses, combat bonuses against a specific creature type. Warforged Juggernaut Eberron Campaign Setting, warforged-only Excellent, excellent defensive abilities. With this prestige class, a large amount of magic just simply does not work on you, which is huge. Combines extremely well with pounce i. Frees up a ton of feats and wealth for pure offense because so much defense is covered already. Warhulk Miniatures Handbook You can get into this using mountain rage, but I am not a huge fan of this class. Note that goliaths can also take the excellent Knockback feat that pairs extremely well with Dungeoncrasher. Warhulking hurler, by the way, is the basis of a theoretical-optimization build that does ludicrous damage by throwing things like the moon.

### 2: Barbarian (Dungeons & Dragons) - Wikipedia

*barbarian handbook. From Myth-Wiki Building a Barbarian. The most powerful feat in D&D. Gets you a second character and a bunch of sycophants who could e.*

Because so little of 3. For help identifying sourcebook abbreviations, see my Sourcebook Abbreviations Guide. Bad, useless options, or options which are extremely situational. OK options, or useful options that only apply in rare circumstances Green: Fantastic options, often essential to the function of your character. Those options also tend to be wildly unbalanced and rarely receive errata. I also omit the use of "Flaws" since they allow a massive increase in power with essentially no cost to the character. Medium armor, shields, and martial weapons. That gets you everything you need to get by, but not having heavy armor can be a problem for low-dexterity Barbarians who need a decent AC. Some extra move speed is nice when you like to get into melee combat quickly, and it offsets the speed lost by wearing medium armor. Rage is why you play a Barbarian. The only thing you give up by not sticking to Barbarian is uses per day, but you can pick up Extra Rage if you really need it. Improved Uncanny Dodge Ex: Enchantment is one of the most dangerous schools, especially for a raging Barbarian who could easily murder their own party, so a bonus on saves is helpful. However, Enchantment effects still make up a very small minority of magic in the game, so this is situational at best. Still more rage bonuses! The biggest limitation on Rage is its limited number of uses per day, so naturally you need to be careful to only use it when you need it. Berserker Rage makes that decision for you: If you fall below 5xlevel hit points, you need to Rage. You get that wonderful Strength bonus, but not the dangerous Constitution bonus which can take you from angry to dead instantly at the end of your Rage. You get a typeless bonus to all saves instead of the Con bonus to Fortitude and the Morale bonus to saves against fear. Altogether this is a really great trade. Check with your DM to be sure. Unfortunately the feat choices are generally poor. Immunity to fire is nice, but vulnerability to cold seems dangerous. Awful, but it opens up a couple of better feats. Fortitude is your only good save. Only useful in Sandstorm campaigns. You can get more fire resistance from a second-level spell. Worthless even in a desert. Mind-affecting spells and abilities cover nearly all Will saves, with rare exceptions like Glitterdust, so this is a nice bonus. Small bonus to two skills, only one of which is a Barbarian class skill. Bonus Dexterity instead of Constitution means that you can be a Dexterity-based Barbarian.

### 3: JoshuaD's New Bard Handbook | Dungeons and Dragons (DND )

*Being Bane: Eldariel's Guide to Barbarians* A collaborative effort of Talic, your's truly and Solo, who put the whole thing in motion in the first place. Also thanks to Midnight\_V and Zendu for their Barbarian information compilation.

July 26th, Disclaimer I will use the color coding scheme which has become common among Pathfinder build handbooks, which is simple to understand and easy to read at a glance. Bad, useless options, or options which are extremely situational. OK options, or useful options that only apply in rare circumstances Green: Fantastic options, often essential to the function of your character. Once the book is complete, physical copies will be released and I will update to address the new content. Introduction Barbarians are all about getting angry and dealing damage. They have a ton of hit points, resistance to damage, and Rage gives a wonderful bonus to damage. Barbarian Class Features Hit Points: Strength saves are fairly rare, but Constitution saves are common and typically very problematic. Medium armor and martial weapons will get you a long way, but you get no tool proficiencies, and only two skills. The resistance to damage makes Barbarians exceptionally durable. You can rage multiple times in the same encounter if you absolutely need to, but your number of rages per day is limited, so try not to do so if you can avoid it. More realistically, you should expect to hit 20 Constitution by 12th level, and even then Unarmored Defense will only break even with Half plate. Kill all of the things. See "Subclasses - Primal Paths", below. Two attacks means potentially twice as much damage in a turn, and twice as much opportunity to apply your rage bonus to damage. Amusing, but not game-changing. You are basically immune to surprise attacks. Advantage on initiative will allow you to go first frequently, so be sure to get into position to keep enemies from reaching your squishy allies. Critical hits are very rare, and this makes it difficult to use a Maul effectively. This will keep you conscious for a long time if you get hit with a low numbers of high-damage attacks, but lots of small attacks will raise the DC too quickly for this to remain effective. Be sure to eliminate weak but numerous enemies before your HP starts getting scary. The equivalent of 4 ability increases all at once. Your abilities should be absurd by this point, so now may be a good time to abandon your armor in face of running around slaying monsters in your undergarments. The only drawback is that the archetype provides no abilities which increase your damage output, which makes it important to have another Striker in the party to compensate. This is an amazing aggro mechanic. Sure, the target can attack other people, but they do so with Disadvantage and do half damage. At that point, attacking anyone except you seems pointless. There is no limitation on how often you can use this except that it uses your Reaction. Use Augury any time you make a major decision with unknown risks. Use Clairvoyance to scout around corners, behind doors, etc. By this level actual spellcasters will be able to do this with ease, but you can use this ability once per short rest without spending spell slots. As a reaction, reflect up to 4d6 damage directed at an ally back to the attacker. You might encourage your allies to draw fire just so you can use this. The racial restriction is also frustrating, but the dependency on Constitution means that a Dwarf would be a good choice anyway. A free attack as a bonus action is great. The ability to deal damage when you grapple is also nice if you like to grapple. Similar to the Charger feat, but you can use multiple attacks as an Action. Not a lot of damage at this level, but by now many enemies will have multiple attacks. The Berserker is a the classic Barbarian. The important abilities give you the ability to get extra attacks, capitalizing on the flat damage bonus from Rage and on the huge damage die from your two-handed weapon. When you absolutely, positively have to kill every living thing in a room. An extra attack as a bonus action gives you the action economy of two-weapon fighting with the possible damage die of a single two-handed weapon. Exhaustion can really mess you up, so use this sparingly, and be sure to check what penalties you get for each level of exhaustion PHB pg. This makes you immune to two ways to take you out of combat without wearing down your huge pile of hit points. The effect only lasts until the end of your next turn unless you spend your action to extend it. More attacks are always fantastic, so get into melee and try to draw fire. A great choice for barbarians with unknown or fluctuating party compositions, the ability to change your Environment means that you can adapt your abilities to suit the needs of your party. However, you can only make this change once per level, and if your choice of Environment is problematic in an encounter you may be unable to make use of

your subclass abilities. Storm Herald is heavily dependant on your Bonus Action, so avoid two-weapon fighting. Your choice of environment defines the benefits of the subclass. You can only change your environment once every time you gain a level, so expect to be locked into your choice for several game sessions. Excellent for raw damage and for handling crowds of enemies. Functions best in aquatic campaigns. Land-locked campaigns will lose many of the benefits. The best defensive option. Excellent if your party already does plenty of damage. Damage enemies or grant temporary hit points to yourself and your allies. Only functions while raging, but it makes your rage super cool. However, the damage is small and still consumes your bonus action, so you may do more damage using your bonus action for two-weapon fighting. If you have another melee ally but still want damage, this is fine. This can affect you and any number of allies in the foot aura. Fire damage is one of the most common damage types. This will generally only be useful in aquatic campaigns. A little bit of free damage on your Reaction. Not your Bonus Action, but your Reaction. Keep an enemy from running away. For a Defender, I recommend focusing on Bear. For a Striker, I recommend focusing on Eagle. Totem Spirit defines your combat tactics. You are basically an unstoppable pile of damage resistance and hit points. Barbarians already get Fast Movement, so your speed should be fine. Jumping almost never matters in a game where you can gain magical flight. This is extremely helpful for Rogues in your party. Rogues get Sneak Attack for attacking enemies threatened by an ally, but giving them advantage makes them considerably more reliable. Aspect of the Beast: Carrying capacity is usually ignored, and you can always buy a mule to carry your heavy stuff. The biggest advantage is seeing unimpeded in dim light, but if that is a problem you should get Darkvision. Overland travel generally happens in plot time, so in most campaigns this will have no percieveable effect. If you needed any of these skills, you should have gotten them from your background or your free class skills. If you need more skills, pick up the Skilled feat. Totemic attunement is an improvement to your combat tactics established by Totem Spirit. Force nearby enemies to attack you instead of your allies. They can still move away from you, but that draws an opportunity attack from a huge horrifying Barbarian. Fly into the air to hit a flying wizard, then land on something until your next turn. This might even look like Wushu fighting if you do it right. This is a cool trip mechanic which allows you to knock an enemy prone without cutting into your attacks. Knocking an enemy prone gives you advantage on attacks against them, including your second attack with the Extra Attack feature. Allies threatening that enemy can already get advantage from you if you selected Wolf for your Totem Spirit, so this may not be very useful. A great choice for players who tend to die a lot, the Zealot makes surviving and recovering from death considerably easier. A whole bunch of bonus damage, and nothing fancy. Warrior of the Gods: Spells which raise the dead have expensive material components, and this allows you to bypass them. Excellent for save-or-suck effects. It gets more useful the larger your party is, so encourage your allies to summon creatures, use pets, etc. Abilities Barbarians are all about their physical ability scores. Barbarians are all about lots of Strength and big weapons, so Strength should almost always be your best ability. If you prefer to go armor-less, look for an item to boost your Dexterity so that you can spend your ability increases on Strength and Constitution. Second only to Strength.

### 4: How to Play a Barbarian in Dungeons and Dragons V 8 Steps

*DnD 5e - The Barbarian Handbook. Last Updated: July 26th, Disclaimer. I will use the color coding scheme which has become common among Pathfinder build handbooks, which is simple to understand and easy to read at a glance.*

Unless you get Tireless Rage They mesh well with Frenzied Berserker as a prestige-class. Supreme Cleave and Supreme Power Attack are must haves though. While the Frenzied Berserker attacking your allies due to a class feature seems bad, a successful calm emotions spell should prevent conflict provided it is cast before the Berserker has a chance to turn on his friends, and it lasts long enough enough that the frenzy runs out of turns. Hopefully the DM will even allow you to voluntarily fail your saving throw against it. Barbarians in Pathfinder[ edit ] A lot like 3. These powers range from the useful making combat maneuvers in place of regular attacks to the impractically awesome beating an opponent with another opponent to the outright supernatural sprouting claws and horns before gaining a pounce attack to the hilarious gaining big bonuses on swim checks. That last one makes sense mechanically rage buff strength, after all, and strength is the stat used in swim tests , but the mental image is never not funny. Lost a lot of its draw in when the Bloodrager class was released. Why play a guy who fights by getting angry when you can play a guy who fights by getting angry, grows claws, wings, and fangs when he gets angry, and can cast spells like a weak sorcerer? Whether it some how stops him being angry all together or just cancels the magical effects is down the GM. To tie it into the new mystical power group on the block; the Primal Spirits. Barbarians now mechanically emphasized their distinct culture background by having a certain level of affinity for primal magic, which mostly manifested through a deep, instinctive connection to totemic or guardian spirits. By allowing these spirits to partially merge with them, the Barbarian could carry out feats of superhuman prowess. Only the Daily powers, the Rages, were distinctly magical in nature, as it was in this state of primordial ecstasy that a Barbarian could open itself up to let a spirit channel its magic through their veins. Rageblood Vigor Barbarians are "old school" barbarians; they charge into battle headlong and rely on rage to weather the counterattacks as they kill shit. Their bonus power is Swift Charge, and they gain temporary hit points whenever they drop an enemy with their attacks. Thaneborn Triumph Barbarians are more "chieftain"-flavored barbarians; they dabble a little in the Leader role, as they work particularly well with others. Their bonus power is the Roar of Triumph, which lets them penalize nearby enemy defenses once per encounter after killing an enemy, and their class feature is that enemies they bloody grant an attack roll bonus to the next attack against them made by either the barbarian or one of his allies. Thunderborn Wrath Barbarians are the most overtly magical barbarian subclass, with a fluff about how their battle cries are so awesome, spirits of thunder follow them and join in whenever the barbarian starts hollering. Whirling Slayer Barbarians are dual-wielder barbarians who rely on mobility more than other barbarians, lashing out in all directions and skipping away from retaliation blows, which their class feature and their Whirling Lunge power supports. Seriously, with Con 18 and Dex 18 your AC is 18, the same as a full plate. Their rage only applies to melee attacks now, though, so bows are less viable than previous editions. They choose one of two paths at third level: The other, more-popular choice is the totem warrior, which makes the Barbarian a little more druid-like, allowing him to commune with the animal spirits and channel the Wolf, Bear or Eagle to gain powers. Wolf makes you a great team player and pack hunter, giving you better tracking and stealth during travels, the ability to knock enemies prone instantly after attacking, and giving advantage to your friends when you are surrounding your enemy. Wolf is the pack-hunter one, letting you set up allies for other attacks or track fleeing enemies. Eagle has the best utility ones, giving the barbarian a bonus-action dash, eagle vision he can literally see something a mile away without a problem and eventually allowing the barbarian to fly whilst raging They benefited from Unearthed Arcana by getting the first of the November articles dedicated to them, scoring three new Primal Paths; the Ancestral Guardian, Storm Herald, and Zealot. At 3rd level, as the Ancestral Protectors, they can just distract a single target within 5 feet as you rage, giving them disadvantage on attack rolls. At 6th level, upgrading to Ancestral Shield, they can transfer your rage-granted damage resistances to one ally for a turn. At 10th level, you can Consult the Spirits for Advantage on an Intelligence or Wisdom check 3 times per long rest. Finally,

at 14th level, the Vengeful Ancestors can react to someone hitting you or an ally with a melee attack by beating the shit out of them, inflicting 2D8 Force damage. You need to pick whether your storm is a Fire Storm, Lightning Storm or Ice Storm at 3rd level, which determines what sort of benefits you get whilst raging. The Zealot has a "holy berserker of the gods" feel to it, but can be refluffed into more of a necromantic Bloodrager type.

### 5: Barbarian Handbook

*Inspired as I was by Treantmonk's wizard guide (and more recently, by Stream of the Sky's Witch Handbook), I figured I'd try my hand at a barbarian guide.*

All of the following are class features of the barbarian.

**Weapon and Armor Proficiency** A barbarian is proficient with all simple and martial weapons, light armor, medium armor, and shields except tower shields. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load.

**Illiteracy** Barbarians are the only characters who do not automatically know how to read and write. A barbarian may spend 2 skill points to gain the ability to read and write all languages he is able to speak. A barbarian who gains a level in any other class automatically gains literacy. Any other character who gains a barbarian level does not lose the literacy he or she already had.

**Rage Ex** A barbarian can fly into a rage a certain number of times per day. These extra hit points are not lost first the way temporary hit points are. While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills except for Balance, Escape Artist, Intimidate, and Ride, the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger such as a wand, or spell completion such as a scroll to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A barbarian may prematurely end his rage. A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day to a maximum of six times per day at 20th level.

**Uncanny Dodge Ex** At 2nd level, a barbarian retains his Dexterity bonus to AC if any even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge instead. Trap sense bonuses gained from multiple classes stack.

**Improved Uncanny Dodge Ex** At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character. Subtract 1 from the damage the barbarian takes each time he is dealt damage from a weapon or a natural attack. At 10th level, and every three barbarian levels thereafter 13th, 16th, and 19th level, this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0. The penalty to AC remains at This bonus stacks with all other modifiers, including the morale bonus on Will saves he also receives during his rage.

**Tireless Rage Ex** At 17th level and higher, a barbarian no longer becomes fatigued at the end of his rage.

**Ex-Barbarians** A barbarian who becomes lawful loses the ability to rage and cannot gain more levels as a barbarian. He retains all the other benefits of the class damage reduction, fast movement, trap sense, and uncanny dodge.

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### 6: RPG BOT - DnD 5e - The Barbarian Handbook

*Barbarian Class Details. A tall human tribesman strides through a blizzard, draped in fur and hefting his axe. He laughs as he charges toward the frost giant who dared poach his people's elk herd.*

When I was a fighting-man, the kettle-drums they beat, The people scattered gold-dust before my horses feet; But now I am a great king, the people hound my track With poison in my wine-cup, and daggers at my back. What do I know of cultured ways, the guilt, the craft and the lie? I, who was born in a naked land and bred in the open sky. The subtle tongue, the sophist guile, they fail when the broadswords sing; Rush in and die, dogs - I was a man before I was a king. Is not the way of the savage the most true to us all? Who among you can dispute that order lasts only as long as the strength behind it? We, knave, are the strength. Barbarism is the natural state of mankind. Civilization is unnatural; it is a whim of circumstance; it is a sham. All attempts to control the world are doomed to failure, for the civilized man is a very part of the same world that he seeks to control. Barbarism ultimately triumphs over civilization, for only barbarism is eternal and enduring. Civilization is but a luxury that can only be afforded under certain conditions. When the march of civilization halts for a breath, it is invariably destroyed by the Barbarian. So cast off the shackles of your oppression by your laws and lords - what makes them better men than you? Who gave them the right to determine your fate? Renounce the coddling comforts you grew up in and be strong like your forefathers. Reject the two faced nature of civilized life, the complexities, the lies - embrace straightforwardness and honest living. Return to the natural state of being in which you can find peace. Revert to nature, from whence you came. As a Barbarian, you get: Do not underestimate the Barbarian though, for verily, every Barbarian knows how to fight and those Fighter-levels not only teach him literacy, but the secrets of wearing so much steel on you you can barely move! The reason you should never ever make a Barbarian angry. Because wildmen are faster than the beer bellied! Awesome already just because you walk faster than Elves, so you can laugh at them even in their one supposed strength. Of course, the true value of this ability is forgetting fast movement and instead learning the cat-like lightning strikes at the end of your charges. Becomes Improved Uncanny Dodge later. Truly, you can do almost anything without being caught flat-footed. Makes you always ready! Sense traps by walking into them, and then shrugging off the damage. This has great value as an ability to lose! Useful if you ever need to crash a party through the window. However, instead of needling yourself until your skin hardens, you can learn to charge at things even better. So this has value as something to get rid of. A mind of hate does not submit! Works nicely with Steadfast Determination. Comes late though, but helps all the same. Teach those weakass staff wavers that it takes more than cute words and magic to get to your Building a Barbarian Arus saw a tall powerfully built youth, naked but for a loin-cloth, and sandals strapped high about his ankles. His skin was burned brown as by the suns of the wastelands and Arus glanced nervously at his broad shoulders, massive chest and heavy arms. From under a mop of unruly black hair smoldered a pair of dangerous blue eyes. A long sword hung in a leather scabbard at his girdle. They claim that strict discipline is the only way to turn out dedicated fighting men, that only in order can they be forged. Barbarians who are said to lack the sense of control, discipline, and order, cannot hope to compete. It is strange that we barbarians are considered at odds with order. The great warriors of old did not become the best through study, or focus, or lessons in a training room. No, true steel comes not from practice but from life, and life alone is a test great enough for the mettle of a true warrior! A Barbarian is strong because rejects the trappings of civilization and order, choosing instead to exist as one with the harshness of nature and be shaped by her rough caresses. A man may travel far and wide, to the ends of the earth, the depths of the sea, and lands beyond the skies, but he will never find a braver, stronger, or tougher man than he who remains uncorrupted by the comforts of civilization. He is as tranquil as the forest, but on fire within; as swift as the coursing river, with the force of a great typhoon; with all the strength of a raging fire, and as mysterious as the dark side of the moon. Truly, only Barbarians have the right to call themselves warriors. Attributes They shall be my finest warriors, these men who give of themselves to me. Like clay I shall mould them, and in the furnace of war forge them. They will be of iron will and steely muscle. In great armour shall I clad them and with the mightiest guns will they

be armed. They will be untouched by plague or disease, no sickness will blight them. They will have tactics, strategies and machines so that no foe can best them in battle. They are my bulwark against the Terror. They are the Defenders of Humanity. They are my Space Marines and they shall know no fear. Let me offer you a quick tour of the world of Bane. Truly, this is what most Barbarians rely on. This also governs all the martial maneuvers such as Trip, Disarm, Grapple and so on, so Bane is especially well-suited to take advantage! Cartoons teach us that agility beats strength. This is not precisely true, but what is true is that acting fast, dodging blows and in general, gaining extra value out of your HP is great added to immense strength. Also, this fuels some Barbarian feats and makes Archerians happen. Ferocious Barbarians can even build around this in the melee! No, not necessary, but handy. You know every Barbarian ever has huge chest muscles! Barbarians even gain damage reduction or AC bonus due to their immensity! This is your primary defense; Fireball? You block with your chest! Basically, whatever happens, if something hits you, you block with your chest, so better make sure you have a damn huge chest to block with! Also, makes you slow to abate—which is awesome because your anger is your strength! Ah yes, the archetype of the stupid Wildman who goes Hulk Smash when you tell him to. This can be worth it, this can be not worth it. For the savvy hunters who fuel their Rage into lethal determination for swift kills, this is very much worth it. For the Conan who just battles an army and comes out victorious, this is unnecessary. In general, the northerners who worship the wolves have less need for this than those who follow less savage beasts. You, who hail from the savage lands, carry great Wisdom within. There is much you understand the city-fools cannot even hope to begin to comprehend. You know why the wind whispers, you know why the tree dies. You understand the ways of the sun and the moon and you know why the wolf bites. Oh, and protecting your mind is worth all the trouble—unless you do it with your chest, like everything else. Take me for a savage will you? Consider me little more than a wild beast? Little do you know, little indeed. Where do you think my Rage comes if not from my strength of mind? Why do you think even a Dragon stirs in my presence if not for the force of my presence? No, not all Barbarians are withdrawn and weak of will. Indeed, some of us may be peasants, but there are kings in our ranks too! For the Barbarians of leadership and fear, this is the way! Races Oomans are pink and soft, not green and tough like da Boyz. Anuvver fing - when they do sumfink, they try to make it look like somfink else to confuse everybody. All races started out the same when the world was born; Humans, Dwarves, Orcs, and Halflings were all proud, strong people in the beginning. Now the Elves are as decadent as ever, while the Halflings for the most part have settled into a quiet complacency, refusing even to venture out of their comfortable little holes. Only the cruel “smelly” Orcs, monstrous races, along with a handful of sturdy “often inebriated” Dwarves and brave Humans adhere to the ways of our ancestors. What race produces the best Barbarians? I find this a foolish question, as there are so many individual factors and variations between the members of a race that is it impossible to answer. The question itself is impossibly vague:

### 7: Barbarian :: [www.enganchecubano.com](http://www.enganchecubano.com)

*[5e] Barbarian Optimization Handbook 5th Edition submitted 1 year ago by RocksInMyDryer DM I just finished making a guide to optimizing a Barbarian in 5th Edition.*

Creative origins[ edit ] The barbarian is based on Robert E. The barbarian is seen as the archetypal warrior who uses brute strength and raw fury to excel in combat, instead of the honed skills of the Fighter or measured strength of the Monk. Of all the classes, only the barbarian begins the game illiterate and is forced to expend extra skill points or multiclass in order to read and write. Half-Orcs have Barbarian as a favored class. Barbarians can tap their inner fury to fly into a berserker -like rage. Once the rage is expended, the barbarian becomes fatigued for the remainder of the encounter. Rage provides bonuses to Strength, Constitution, and Will saving throws which can make barbarians surprisingly resistant to harmful magic , and a glut of additional hit points which expire along with their rage. Rage also reduces armour class and interferes with any skill requiring patience or concentration. As barbarians gain in power, their rage can be used more often and provides even larger Strength and Constitution bonuses, while taking less of a toll on their bodies. The iconic barbarian is Krusk, a male half-orc. Some defender or leader capabilities are also available to the class. Barbarians are proficient in melee weapons and light armor. Barbarians use the primal power source. Two barbarian builds have been detailed, the Rageblood Barbarian, which focuses on the Rageblood Vigor form of Feral Might, Strength and Constitution and leans towards the defender role, and the Thaneborn Barbarian, which focuses on Strength, Charisma and a different form of Feral Might, and leans towards the leader role. Ancestral Guardian, Storm Herald, and Zealot. However, in the Eberron campaign setting , barbarians are more like nomads " while they may not be civilized, they are certainly not savages. Forgotten Realms[ edit ] Barbarians in the Forgotten Realms campaign setting are similar in presentation as the class presented in the core rulebook. Barbarians can be of any race in the Realms, though some are more uncommon than others. Archived from the original on July 21, Retrieved February 23, Retrieved January 21,

## 8: Barbarian The Definitive Guide to Barbarians

*At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (â€”2 penalty to Strength, â€”2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below).*

I think bard is one of the most balanced, dynamic, and fun classes to play in the game. The bard can be adapted to a bunch of different play styles: He can usually fill a number of those roles at the same time, and does so effectively. The DM is pissed at you, the other players are pissed at you, and the campaign ends early. I cannot recommend the class enough, especially for your next low- or mid-powered campaign. That being said, the original handbook is great, and I recommend reading that one as well as this one to get multiple view points. Other Resources and Thanks Here are some of the resources that helped me build this handbook. They are all very good, I recommend that you read them as well: Very good stuff here. Eendarire â€” Breaking Down Inspire Courage. Definitely worth a read. Not comprehensive, but a few good angles. However, he talks a lot about crowd control, area effects, and spell use, so this is a good read. Relentless Imp â€” Metamagic and you Very useful reference for metamagic feats. Caedrus â€” The Fear Handbook For those bards who want to terrify their opponents, causing them to cower in the corner and cry like babies. The Unofficial Tome of Battle Tools Page â€” Very easy-to-navigate reference for the book of nine swords, which we can gain access to via the martial feats. Not a common choice, but strong. In addition, each the following members of the Giant in the Playground Forums helped contribute to this handbook: Also, some people have commented here with some really nice observations. Strong â€” This is also strong, but you may or may not want to take it depending on your build. OK â€” This is a reasonable choice. Weak â€” This is either mechanically weak, or has a very narrow application. Terrible â€” This is absolutely terrible or nearly unusable. Source Books Used I used all of the official source books and also included some items from dragon magazines. The Dragon Magazines are a little more difficult to review comprehensively, so I included the peaks I could find, but may have missed some items. You should be warned that Dragon Magazine features are typically unbalanced and should be reviewed with a critical eye before being accepted into your campaign. Instead, use it as a reference. I had a choice between only including the best or more stand-out items, or trying to be inclusive of all reasonably possible options. I chose to be inclusive. I think this will help more people and help people create diverse builds that I might not have considered. A Note on Ability Evaluation and Character Optimization When designing characters, people often focus on only level I recommend doing more than that. Even if you have a dedicated play group and make it all the way to level 20, the abilities you get at levels are going to get a lot more play than the abilities you get at levels Keep that in mind while designing your character. But for most people, level are much more important than levels Make sure you keep that in mind while developing your character. Party Roles Archer â€” The bard makes a fine archer. Blaster â€” The bard does not make a good blaster. He has a few direct damage spells on his list, but not many. Your spells can support this role as well. Buffing is something the bard is always going to be good at unless you actively work to make him bad at it. Caster â€” The bard has a really solid selection of spells, particularly crowd control and social spells. He also has good access into the illusion school, which opens up a world of possibilities. Debuffer â€” Aside from the good list of bard spells that debuffs opponents, the bard is a solid class for going into fear effects see the fear handbook link above. The bard also gets access to Doomspeak although at later levels which is one of the strongest debuffs in the game. Healer â€” The bard is the only arcane class that gets access to heal spells. If your party is light on healing, you can get the job done. I also think Cure Light Wounds is a fine spell to pick. Melee â€” You can become a pretty big powerhouse in melee, surprisingly. There are ways to get into full plate mail, dual-wielding can be good, and you can output a lot of damage using feats like knowledge devotion and snowflake wardance. This direction really benefits from Metamagic Song and Persist spell, too. He can pump all of the social skills except intimidate he has a lot of social-related spells charm, fascinate, suggestion, detect thoughts, etc. Generally, you can leave that to the fighter classes. You can output damage or manipulate the battlefield; let them get beat up while you play chess. That being said, a melee bard can build a little tanky

if he goes deep into the crusader class It has a d10 for hit points. The best thing here is the Whip, which can be used to trip opponents from a distance with some special advantages. You should definitely carry one and look for opportunities to use it. At higher levels, this will probably lose its appeal. At lower levels, it can be a really solid option. Elven Chain is a good idea once you can afford it, or halfweight drow armor [Forgotten Realms " Underdark source book]. He has limited spells know and limited spells-per-day, so it is important to choose your spells wisely. Bardic Knowledge " This is OK. Bardic Music " Along with spellcasting, this is the core of the bard class. There are many different kinds of bardic music: Countersong " Because it takes a standard action to activate and only protects against sonic or language-dependant magical attacks, this is very weak. It will be also virtually impossible to get this to protect against instantaneous effects. The one place it has some value is to try and break the effect of a continuous effect, but even then, it has to be a sonic or language based attack. I recommend swapping this out if you can. The ability is limited to one target per 3 levels. It is most useful as the pre-requisite for suggestion or mass suggestion. A creative bard with a reasonable DM can find some nice tricks with this ability. Inspire Courage " This is one of the best reasons to play a bard. When you use feats, magical items, and additional bard levels to get this bonus higher, it becomes responsible for a metric ton of damage. Obviously, this ability is stronger in a party of physical combat characters, and weaker in party of casters. The best part about this is it makes your fellow players happy, because their characters are more effective. Inspire Competence [Requires concentration] " This is pretty weak. Suggestion " This is an OK feature. Inspire Greatness " This is a solid feature, if you manage to stay bard for 9 levels. It gives extra hit dice, a small fort bonus, and a bonus to attack rolls that stacks with inspire courage. It will be useful occasionally. Mass Suggestion " This is OK. Alternate Class Features The bard has some really nice options for alternative class features. Bardic Knack PHB2, p 35 Lose bardic knowledge, gain the ability to use half your class level in place of skill ranks This is solid. I recommend it over bardic knowledge, but you may want to use this class-feature-slot for something else. I would rule that any Prestige Class that advances Bardic Knowledge would also advance this feature, but you will have to check with your DM for his ruling. Bardic Sage UA, p 49 Adds additional spells and bonus to knowledge in exchange for a higher need for intelligence and reduced duration of Bardic music abilities. If you can have a maxed-out charisma and a 16 intelligence, this might be worth pursuing. The big upside is an extra spells known, which is typically a hard limitation for bards. There are a few others here, too, benefiting climb, knowlege nature , knowledge history , knowledge the planes , decipher script, and knowledge arcana. But the Blackburn College is a nice clean upgrade. If you are a Drow and want poison use, this is a fine way to get it. Divine Bard UA, p 50 Wisdom used to determine if you can cast a spell, Charisma used for all other factors, some spells added to the bard spell list. This makes the bard have to pump wisdom to 16, and wisdom is his one easy dump stat. However, you do gain the ability to cast in full armor letting you dump dex so this might be worth looking at for a melee bard. The spells you gain are not exciting. In addition, your spells become divine spells instead of arcane spells. Thankfully, sublime chord and lyric thaumaturge are still available to divine bards. Lose bardic knowledge, inspire courage, inspire competence, inspire greatness, and inspire heroics. Mechanically, this is a big loss.

### 9: RPG BOT - DnD - The Barbarian Handbook

*Well i'm running of rules, for that the fighter hands down is the tank in the front (maybe a cleric next to him). With the heaviest armor, shields, and a bag of tricks (all the extra fighter bonus feats), a good fighter can manipulate enemies in the front line and direct combat.*

Originally posted by lordduskblade: Powers - Heroic Tier: Seed of Destruction As was the case before, I will be pointing out which powers require having a two-handed weapon, which require having two weapons equipped, and which do not require either. Level 1, Encounter The Barbarian Encounter list starts off with some build-specific divergence: Level 1 Encounter List Spoiler: Avalanche Strike PHB 2 - Big damage, especially for a Rageblood, but the effective -4 to all defenses is a pretty hefty drawback. Not all that good. Desperate Fury PrP - A nice and solid attack with an emergency reroll attached. This is actually a pretty sweet power. It can be good if you have a zone laid down by an ally you can shove the opponent into. Room for Carnage D - This reach weapon-only attack is basically an MBA with a mass push, and as such is thoroughly underwhelming. Whirling Frenzy PrP - While it does have a bit of a drawback, a close burst that hits Reflex for this kind of damage this early on in your career is very nice. Level 1 Daily List Spoiler: While the shift can be used to position yourself for another charge, there are multiple powers at this level that can do that and do it better. Simple enough, and actually rather effective. Rather Leader-y in outlook, but decent. Level 2, Utility Your first list of Utility powers has some nice choices. Level 2 Utility List Spoiler: Bounding Stride PrP - A speed bonus to your move once per encounter, and it gets much meatier if you are bloodied when you use it. Combat Sprint PHB 2 - A large bonus to speed, and a sizable bonus to any attacks you may provoke along the way. This is a pretty good power. Not quite worth only being usable once per day. A bit risky, but it can certainly be useful. Shrug it Off PrP - Getting rid of a save ends effect before it gets a chance to do you any harm every encounter can be a great way to keep yourself in a fight, and you even a bit of repositioning as icing. A good choice now, and it gets even better as levels go on and monsters pack more debilitating effects. Stonebreaker PHB 2 - While it is admittedly marginal in combat, this can be better if you spend a large amount of time outside a fight, because the ability to solve a situation with sheer brute force can be useful on occasion. Level 3, Encounter At this level, we have a few front-runners on the power list: Level 3 Encounter List Spoiler: It can be decent on a Rageblood. Skip it, especially after Heroic. Reckless Rampage PrP - An attack that has a move your speed action beforehand a bit extra for Ragebloods , and gives you CA should you provoke an OA on a generic attack. Shatterbone Strike PHB 2 - An attack with an AC penalty is nice to have, especially for Thaneborns, who get to apply on a bigger one which makes the power better for them. Thundering Howl PrP - A wimpy attack, but it gives you the chance to apply some modifiers against your target twice, and lays on a push as well, which is nice. Longstrike Charge D - A charge with more weapon damage than Howling Strike, plus a rider for a bit more damage. Decent enough when you get it, though likely worthless after Heroic. An excellent power for Whirlers. Level 5, Daily At this level, Barbarians have an awesome power in Rage of the Crimson Hurricane, which offers some nice autodamage benefits. That said, there are a couple of powers that can give it a run for its gold pieces. Level 5 Daily List Spoiler: The one problem with that is that keeping enemies adjacent is easier said than done. Clawfoot Berserker Rage PHH 2 - While the "revenge" style benefit this power grants has a conditional trigger, the benefit is strong enough to make this power a pretty solid choice. Longstrike Slayer Rage D - The entry attack is a reach attack for decent damage, and it provides a modest damage bonus against targets who are not adjacent to you. Solid, if a bit odd. Rage of the Crimson Hurricane PrP - The entry is a close burst with some ongoing damage eh , but the effect is a real good one, since dealing damage equal to your highest ability score modifier all around you will result in an increase in your single-target damage while helping you do multi-target damage. Razor Wind Rage PrP - While this does some formidable enhancement to your Rampage class feature, criticals are very luck-dependent at this stage of the game, and as such you could stand to gain pretty much nothing from this power apart from the normal rage benefits. Silver Phoenix Rage PHB 2 - While the entry attack is not all that impressive, regeneration 3 and an emergency heal button are very good benefits to have. While there are a few

nice benefits to this, the attack does conflict with Rampage for the free action attack of that turn, which makes its stock dip a little. Level 6, Utility At this fairly competitive level, you can either go for the do-over button that is Combat Surge, or you can pick up more insurance against getting pinned down in the form of Run Rampant. Laugh it Off and Loss of Will may also be an option you could consider in the early game, though I would eventually retrain either into one of the first two. Level 6 Utility List.

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