

BARBARIAN CARD DECK



CLASS FEATURE + TALENTS

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

BARBARIAN CARD DECK

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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 2 d20 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 <i>Barbarian Rage</i> again later in the day.	

BARBARIAN CLASS FEATURE

BARBARIAN RAGE

CLASS FEATURE USED
RECHARGE 16+ AFTER BATTLE <i>add your Constitution modifier to the recharge roll</i>
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+.

Print on card-stock paper, and cut along the black crop marks (works best with a sharp utility knife or paper/photo trimmer). Fold at the grey dash line, and glue them back-to-back.

You can also laminate the cards using *laminating pouches* in **A7 format** (card size: 74 mm × 105 mm). But then please use normal paper, and don't glue them, because this would kill your laminator!

BARBARIAN ADVENTURER TALENT

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.

BARBARIAN ADVENTURER TALENT

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*.

BARBARIAN ADVENTURER TALENT

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.

BARBARIAN ADVENTURER TALENT

BUILDING FRENZY

TALENT USED

DAILY

BARBARIAN ADVENTURER TALENT

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.

BARBARIAN ADVENTURER TALENT

SLAYER

TALENT

STAGGERED

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

BARBARIAN ADVENTURER TALENT

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).

BARBARIAN ADVENTURER 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*.

BARBARIAN ADVENTURER TALENT

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.

BARBARIAN ADVENTURER TALENT

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).

BARBARIAN ADVENTURER TALENT

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.

BARBARIAN ADVENTURER TALENT

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.

BARBARIAN CHAMPION TALENT

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.

BARBARIAN CHAMPION TALENT

NATURAL WILL

TALENT USED

DAILY

BARBARIAN CHAMPION TALENT

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.

BARBARIAN CHAMPION TALENT

VIOLENCE

TALENT USED

ONCE PER BATTLE

BARBARIAN EPIC TALENT

ANCESTRAL WARBAND

TALENTDAILY

QUICK ACTION

Trigger: At the end of your turn, if you are conscious, roll a d6 ≤ 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 FEATLEARNED

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

BARBARIAN EPIC TALENT

ANCESTRAL WARBAND

TALENT USED

DAILY

BARBARIAN EPIC TALENT

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 FEATLEARNED

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.

BARBARIAN EPIC TALENT

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			
<p>At 5th level, you gain an additional barbarian class talent. Choose one of these champion-tier talents or take another adventurer-tier talent.</p> <p>At 8th 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.</p>			

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				
Armor Type	None	Light	Heavy	Shield
Base AC	10	12	13	+1
Attack Penalty	—	—	–2	—

BARBARIAN WEAPONS		
MELEE WEAPONS		
ONE-HANDED	TWO-HANDED	
SMALL		
1 d8 dagger	1 d6 club, staff	
LIGHT OR SIMPLE		
1 d6 hand axe, warclub	1 d8 spear	
HEAVY OR MARTIAL		
1 d8 longsword, battleaxe	1 d10 greatsword, greataxe	
RANGED WEAPONS		
THROWN	CROSSBOW	BOW
SMALL		
1 d4 dagger	1 d4 (–5 attack) hand crossbow	—
LIGHT OR SIMPLE		
1 d6 javelin, axe	1 d6 (–5 attack) light crossbow	1 d6 shortbow
HEAVY OR MARTIAL		
—	1 d8 (–5 attack) heavy crossbow	1 d8 longbow