

Wilderness of High Fantasy Campaign

Last Update: 15 May 09

Taking the best of Necromancer Games/Goodman Games modules – with “3rd Edition Rules, 1st Edition Feel” within the backdrop of the 3rd edition revised Judges Guild setting. Including original campaign arcs across modules with revisions, extensions, and modifications to the modules to fit the campaign themes.

6 Players preferred.

If you've played Judges Guild modules in 1st/2nd edition or Necromancer modules, let me know.

Rules Etc

Using Pathfinder RPG Beta Rules. The web enhancements will be used. I will use some items from the Magic Item Compendium as there is some neat stuff in there.

The rules are a free download from Paizo at www.paizo.com. You need to register but the PDF downloads are free.

There is a SRD type website that also has the rules at:

<http://pfogc.com/>

Ignore traits, they've added that from the Pathfinder campaign .

I'll let you know about any errata from the playtests to incorporate (there's a few minor things so far).

Character Sheet for PF can be found at:

<http://www.neceros.com/forum/index.php?automodule=downloads>

I've placed copies of useful files in the SW file area but the beta rules are too big. An alternate character sheet that fills in automatically is also there.

I've also tried Pcggen which has been updated for Pathfinder PC generation.

I will start at first level so we can run two short audio adventures, plus it lets us get up to speed with the rules.

Roll characters using 4d6 method as standard in PHB. Starting HP will be max. for 1st level plus Con, plus favoured class (if you take the hp option).

Experience will be on the “fast” track.

If you have an existing 1st level character, you may convert it. Should we need additional characters later, they can also be converted.

NPC's are available should the party be missing any particular party roles. I prefer a player to play an NPC to save on the DM's brainpower.

Should a player not be able to make a session, their character will be parked in a safe place and then return next session. No experience will be awarded for that missing session.

Various books recommend a campaign should have a theme, so here's one for this campaign (not recommended for clicking at work)

<http://www.youtube.com/watch?v=u7koOvfMN8c&NR=1>

Rules Clarifications & Changes

Note that the Pathfinder beta rules are not complete and may require checking against the 3.5 SRD or PH.

Take 10 and Take 20 as per PHB.

Skill synergy: add +2 for "aid another" if other skill relevant to situation. Add +1 per 5 levels for "aid yourself" synergies.

A roll of 1 always misses/fails, a roll of 20 always hits/succeeds.

Bardic performance bonuses stack with anything but themselves.

Remember to claim for "flat footed" bonus especially if you are a rogue.

Multi-Classing is fine, remember you only get the extra HP/skill point if you take a level in your favoured class. The normal limit is two classes and one incomplete prestige class per character. If you want more you will have to use a feat for "Extra Multiclassing".

Paladin channel energy as often as Cleric 3+modifier (not 1+mod)

Paladin Smite lasts until next Paladin turn, so adds to full attack and AOO. Activate as a swift action.

The paladin currently is upgraded to "good" Will saves, meaning that her Will saves match her Fortitude saves.

Lay on Hands: Using this ability is a standard action, unless the paladin target's herself, in which case it is a swift action

Paladin DR at 20th is now 10/Good

Monk DR at 20th is now 10/Lawful

P215 reworked darkness – ignore, use PHB/SRD light vs darkness level rules

Any feat requiring fighter levels is open to any class with the same BAB as a fighter of that level

Lowering SR voluntarily is a swift action, if you're going unconscious you may choose to lower or retain SR as an immediate action. If you're dead SR is lowered.

Ritual magic may be used to gain magic spell synergies, based on Spellcraft skill, characters may learn how to do this later in the campaign.

Defensive Combat Training gives +2 if defending against a manoeuvre (ie. requiring CMB check).

Monster Improved Grab feat gives +2 to CMB checks.

Gain +1 CMB for each hold.

Normal combat modifiers apply to CMB checks.

Pickpocket Results will be determined as follows:

Commoner Level	Amount Carried
1	1d4 cp
2	1d6 cp
3	1d8 cp
4	1d10 cp
5	1d12 cp
6	2d4 cp, 1d4 sp
7	2d6 cp, 1d6 sp
8	2d8cp, 1d8 sp
9	2d10cp, 1d10sp
10	2d12cp, 1d12 sp
11	3d4cp, 2d4sp

Higher levels follow the same pattern.

Experts will carry twice the dice of commoners of the same level.

Aristocrats carry silver and gold instead.

The DM may substitute items of equivalent value for coins.

Attempts to steal particular items will incur negative skill modifiers.

Fate Points

Characters may avoid fate by forcing a re-roll of one dice roll during a session. This will cost fate points, the exact number dependent on the nature of the re-roll, which will affect feat choices. Conversely, accepting an unfortunate event may reduce fate points.

Additional Feats

Included in this post are a host of new feats that I would like you guys to take a look at and playtest.

Thank you and enjoy.

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Acrobatic Steps

You can easily move over and through obstacles.

Prerequisites: Dex 15, Nimble Moves.

Benefit: Whenever you move, you may ignore up to 15 feet of difficult terrain each round. The effects of this feat stack with those provided by Nimble Moves (allowing you to ignore a total of 20 feet of difficult terrain each round).

Advance (Combat)

You can move up to a foe with reach without provoking an attack.

Prerequisites: Dex 15, Dodge, Mobility.

Benefit: You do not provoke attacks of opportunity by moving through a creature's threatened area, so long as you end your movement adjacent to that creature. This benefit only applies to one creature. If your move takes you through the threatened area of two or more creatures, you still provoke an attack of opportunity from the other creatures (even if you end your turn adjacent to more than one).

Bleeding Critical (Combat, Critical)

Your critical hits cause opponents to bleed profusely.

Prerequisites: Critical Focus, base attack bonus +11.

Benefit: Whenever you score a critical hit with a slashing or piercing weapon, your opponent takes 2d6 points of bleed damage each round on their turn, in addition to the damage dealt by the critical hit. Bleed damage can be stopped by a DC 15 Heal skill check or through any magical healing. The effects of this feat stack.

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Blinding Critical (Combat, Critical)

Your critical hits blind your opponents.

Prerequisites: Critical Focus, base attack bonus +15.

Benefit: Whenever you score a critical hit, your opponent is permanently blinded. A successful Fortitude save reduces the blindness to 1 round. The DC of this Fortitude save is equal to 10 + your base attack bonus. This feat has no effect on creatures that do not rely on eyes for sight or creatures with more than two eyes (although multiple critical hits might cause blindness, depending on GM discretion). This blindness can be cured by heal, regeneration, remove blindness, or a similar ability.

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Critical Focus (Combat)

You are trained in the arts of causing pain.

Prerequisites: Base attack bonus +9.

Benefit: You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Critical Mastery (Combat)

Your critical hits cause two additional effects.

Prerequisites: Critical Focus, any two critical feats, 14th-level fighter.

Benefit: Whenever you score a critical hit, you can apply the effects of two critical feats in addition to the damage dealt.

Normal: You can only apply the effects of one critical feat to a given critical hit in addition to the damage dealt.

Deafening Critical (Combat, Critical)

Your critical hits cause enemies to lose their hearing.

Prerequisites: Critical Focus, base attack bonus +13.

Benefit: Whenever you score a critical hit, your opponent is permanently deafened. A successful Fortitude save reduces the deafness to 1 round. The DC of this Fortitude save is equal to 10 + your base attack bonus. This feat has no effect on deaf creatures. This

deafness can be cured by heal, regeneration, remove deafness, or a similar ability.

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Disruptive (Combat)

Your training makes it difficult for enemy spellcasters to safely cast spells near you.

Prerequisites: 6th-level fighter.

Benefit: The DC to cast spells defensively increases by 4 for all enemies within your threatened area. This increase only applies if you are aware of the enemy's location and are capable of taking an attack of opportunity. If you can only take one attack of opportunity per round and have already used that attack, this increase does not apply.

Exhausting Critical (Combat, Critical)

Your critical hits cause opponents to become exhausted.

Prerequisites: Critical Focus, Tiring Critical, base attack bonus +15.

Benefit: Whenever you score a critical hit, your opponent becomes exhausted. This feat has no effect on exhausted creatures.

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Fleet

You are faster than most.

Benefit: Your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Special: You can take this feat multiple times. Its effects stack.

Greater Bull Rush (Combat)

Your bull rush attacks throw enemies off balance.

Prerequisites: Improved Bull Rush, base attack bonus +6.

Benefit: Whenever you bull rush an opponent, their movement provokes attacks of opportunity from all of your allies (but not you).

Normal: Creatures moved by bull rush do not provoke attacks of opportunity.

Greater Disarm (Combat)

You can knock weapons far from an enemy's grasp.

Prerequisites: Improved Disarm, base attack bonus +6.

Benefit: Whenever you successfully disarm an opponent, the weapon lands 15 feet away, in a random direction.

Normal: Disarmed weapons and gear land at the feet of the disarmed creature.

Greater Feint (Combat)

You are skilled at making enemies overreact to your maneuvers.

Prerequisites: Improved Feint, base attack bonus +6.

Benefit: Whenever you use feint to cause an opponent to lose his Dexterity bonus, he loses that bonus until the beginning of your next turn, in addition to losing his Dexterity bonus against your next attack, if that attack does not come before your next turn.

Normal: Creatures you feint lose their Dexterity bonus against your next attack.

Greater Grapple (Combat)

Maintaining a grapple is second nature to you.

Prerequisites: Improved Grapple, base attack bonus +6.

Benefit: Once you have grappled a creature, maintaining the grapple is a move action.

This feat allows you to make two grapple checks each round (to move, harm, or pin your opponent), but you are not required to make two checks. You only need to succeed at one of these checks to maintain the grapple.

Normal: Maintaining a grapple is a standard action.

Greater Overrun (Combat)

Enemies must dive to avoid your dangerous move.

Prerequisites: Improved Overrun, base attack bonus +6.

Benefit: Whenever you overrun opponents, they provoke attacks of opportunity if they attempt to avoid you or are knocked prone by your overrun.

Normal: Creatures that avoid your overrun or are knocked prone do not provoke an attack of opportunity.

Greater Penetrating Strike (Combat)

Your attacks penetrate the defenses of most creatures. Choose one type of weapon that you have already selected for Penetrating Strike.

Prerequisites: Penetrating Strike, Weapon Focus, 16th-level fighter.

Benefit: Your attacks with the selected weapon ignore up to 10 points of damage reduction. This amount is reduced to 5 points for damage reduction without a type (such as DR 10/—).

Greater Shield Focus (Combat)

You are incredibly skilled at deflecting blows with your shield.

Prerequisites: Shield Focus, Shield Proficiency, 8th-level fighter.

Benefit: Increase the AC bonus granted by any shield you are using by 1. This bonus stacks with the bonus granted by Shield Focus.

Greater Shield Mastery (Combat)

You can use a shield to deflect a great deal of harm.

Prerequisites: Shield Focus, Shield Mastery, Shield Proficiency, 12th-level fighter.

Benefit: Whenever you are using a shield, you gain DR 2/—. You must be aware of the attack to gain this bonus. Any effect that causes you to lose your Dexterity or shield bonus causes you to lose this bonus. This bonus stacks with all other forms of damage reduction without a type, including that gained from Shield Mastery.

Greater Sunder (Combat)

Your devastating strikes cleave through weapons and into their wielders.

Prerequisites: Improved Sunder, base attack bonus +6.

Benefit: Whenever you sunder to destroy a weapon, any excess damage is applied to the weapon's wielder. No damage is transferred if you decide to leave the weapon with 1 hit point.

Greater Trip (Combat)

You can make follow-up attacks on foes that you knock prone.

Prerequisites: Improved Trip, base attack bonus +6.

Benefit: Whenever you successfully trip an opponent, that opponent provokes an attack of opportunity.

Normal: Creatures that are knocked prone do not provoke attacks of opportunity.

Improved Greater Fortitude

You can draw upon an inner reserve to resist diseases, poisons, and other grievous harm.

Prerequisites: Great Fortitude.

Benefit: Once per day, you may reroll a Fortitude save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Improved Iron Will

You have a clarity of thought that allows you to fight off mental attacks.

Prerequisites: Iron Fortitude.

Benefit: Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Improved Lightning Reflexes

You have a knack for avoiding danger, even when it is all around you.

Prerequisites: Lightning Reflexes.

Benefit: Once per day, you may reroll a Reflex save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Lunge (Combat)

You can strike foes that would normally be out of reach.

Prerequisites: Base attack bonus +6.

Benefit: You can increase the reach of your melee attacks by 5 feet by taking a –4 penalty to your AC until your next turn. You must decide to use this ability before any attacks are made.

Master Craftsman

Your superior crafting skills allow you to create simple magic items. Choose one Craft or Profession skill in which you possess at least 5 ranks.

Prerequisites: 5 ranks in any Craft or Profession skill.

Benefit: Ranks in your chosen skill count as your caster level for the purposes of qualifying for the Craft Arms and Armor and Craft Wondrous Item feats. You can create magic items using these feats, substituting your ranks in the chosen skill for your total caster level. You must use the chosen skill for the check to create the item. The DC to create the item still increases for any necessary spell requirements (see the magic item creation rules in Chapter 15). You cannot use this feat to create any spell-trigger or spell-activation item.

Normal: Only spellcasters can qualify for the Craft Arms and Armor and Craft Wondrous Item feats.

Nimble Moves

You can move across a single obstacle without slowing down.

Prerequisites: Dex 13.

Benefit: Whenever you move, you may ignore up to 5 feet of difficult terrain each round. This feat allows you to take a 5-foot step into difficult terrain.

Penetrating Strike (Combat)

Your attacks are capable of penetrating the defenses of some creatures. Choose one type of weapon that you have already selected for Weapon Focus.

Prerequisites: Weapon Focus, 12th-level fighter.

Benefit: Your attacks with the selected weapon ignore up to 5 points of damage reduction. This feat does not apply to damage reduction without a type (such as DR 10/—).

Powerful Critical (Combat, Critical)

Your critical hits cause an amazing amount of damage. Choose one type of weapon that you have already selected for Improved Critical.

Prerequisites: Critical Focus, Improved Critical, base attack bonus +13.

Benefit: Whenever you score a critical hit with the selected weapon, the damage multiplier increases by 1, to a maximum of x4.

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Shall Not Pass (Combat)

You can stop foes that try to move past you.

Prerequisites: Combat Reflexes.

Benefit: Whenever an enemy provokes an attack of opportunity due to moving through your adjacent squares, a successful hit causes them to stop moving for the rest of their turn. Enemies can still take the rest of their action, but cannot move.

Shield Focus (Combat)

You are skilled at deflecting blows with your shield.

Prerequisites: Shield Proficiency, base attack bonus +1.

Benefit: Increase the AC bonus granted by any shield you are using by 1.

Shield Mastery (Combat)

You can use a shield to deflect harm.

Prerequisites: Shield Focus, Shield Proficiency, 4th-level fighter.

Benefit: Whenever you are using a shield, you gain DR 2/—. You must be aware of the attack to gain this bonus. Any effect that causes you to lose your Dexterity or shield bonus causes you to lose this bonus. This bonus stacks with all other forms of damage reduction without a type (such as the damage reduction gained by barbarians).

Sickening Critical (Combat, Critical)

Your critical hits cause opponents to become sickened.

Prerequisites: Critical Focus, base attack bonus +11.

Benefit: Whenever you score a critical hit, your opponent becomes sickened for 1 minute. The effects of this feat do not stack. Additional hits instead add to the duration.

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Spellbreaker (Combat)

You can strike enemies that fail to cast defensively.

Prerequisites: Disruptive, 10th-level fighter.

Benefit: Enemies in your threatened area that fail their checks to cast spells defensively provoke attacks of opportunity from you.

Normal: Enemies that fail to cast spells defensively do not provoke attacks of opportunity.

Staggering Critical (Combat, Critical)

Your critical hits cause opponents to slow down.

Prerequisites: Critical Focus, base attack bonus +13.

Benefit: Whenever you score a critical hit, your opponent becomes staggered for 1d4+1 rounds. A successful Fortitude save reduces the duration to 1 round. The DC of this Fortitude save is equal to 10 + your base attack bonus. The effects of this feat do not stack. Additional hits instead add to the duration.

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Step Up (Combat)

You can close the distance when a foe tries to move away.

Benefit: Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn and you count as if you had take a 5-foot step on that turn (preventing any other movement).

Strike Back (Combat)

You can strike at foes that attack you using their superior reach, by targeting their limbs or weapons as they come at you.

Prerequisites: Base attack bonus +11.

Benefit: You can ready an action to make a melee attack against any foe that attacks you in melee, even if the foe is outside of your reach. If you attack a foe that is outside your reach using this ability, you take a –2 penalty on your attack roll.

Stunning Critical (Combat, Critical)

Your critical hits cause opponents to become stunned.

Prerequisites: Critical Focus, base attack bonus +17.

Benefit: Whenever you score a critical hit, your opponent becomes stunned for 1d4+1 rounds. A successful Fortitude save reduces the duration to 1 round. The DC of this Fortitude save is equal to 10 + your base attack bonus. The effects of this feat do not stack. Additional hits instead add to the duration.

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Tiring Critical (Combat, Critical)

Your critical hits cause opponents to become fatigued.

Prerequisites: Critical Focus, base attack bonus +13.

Benefit: Whenever you score a critical hit, your opponent becomes fatigued. The effects of this feat do not stack.

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Cantrip Notes

For PF, cantrips now have no casting limit, as a result a few spell descriptions need a tweak.

No more than relevant ability modifier cantrips at the same time.

Cantrips always treat caster level is 1(one).

Duration 1 minute (if not instantaneous).

Acid Splash - Power level is fine, but needs text specifying that the acid disappears or evaporates somehow, per the 'Instantaneous creation spells' thread

Create Water - This spell might not break the power level for PCs, but it has real worldbuilding issues. The amount of water per casting becomes one quart per casting

Barbarian Alternate Rage System

Hey there all,

Due to some trends in the recent Barbarian Rage design focus thread, I have put together an alternate system for barbarian rage for you to play with. Here are some caveats. First off, this is by no means complete, nor is it a decision on the direction we are taking. Second, this does not include any new rage powers. We will be adding some, but we want to get the system nailed down first (depending on the direction we take). It should be noted that under this system, the greater forms of rage cost the same to maintain as the base rage.

What do I want from you?

Simple. Use these rules and let me know how it goes. Is it simpler? Does it allow for the same level of customization? Is it as fun? More fun? Are there any parts of these rules that seem unclear or problematic? How about broken? How about underpowered?

Enjoy.

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Rage (Ex): A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a barbarian can rage per day. A barbarian can enter rage as a free action. The total number of rounds of rage per day are renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a barbarian gains a +4 bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a -2 penalty to Armor Class. The increase to Constitution grants the barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued but can otherwise enter rage multiple times during a single encounter or combat.

Rage Powers: As a barbarian gains experience, she learns to harness her rage in new ways. Starting at 2nd level, a barbarian gains one rage power. She gains an additional rage power for every two levels of barbarian attained after 2nd level. A barbarian can use her rage powers only while raging, and some of these powers are always active. Unless otherwise noted, a barbarian cannot select an individual power more than once. A barbarian can use the same power more than once during an individual rage. Unless otherwise noted, these abilities are swift actions that must be performed on the barbarian's turn.

Animal Fury (Ex): The barbarian may make a bite attack using her full base attack bonus plus her Strength modifier. If the bite hits, it deals 1d6 points of damage (assuming the barbarian is Medium; 1d4 points of damage if Small) plus one half the barbarian's Strength modifier. A barbarian can use this power while grappled. If the bite attack hits, any grapple

checks made against the target this round are at a +2 bonus.

Clear Mind (Su): A barbarian may reroll a failed Will save. This power is used as an immediate action after the save is failed. The barbarian must take the second result, even if it is worse. A barbarian must be at least 8th level before selecting this power.

Increased Damage Reduction (Ex): The barbarian's damage reduction increases by 1/—. This increase is always active while the barbarian is raging. A barbarian can select this rage power up to three times. Its effects stack. A barbarian must be at least 8th level before selecting this power.

Elemental Rage (Su): All of the barbarian's attacks deal an additional 1d6 points of energy damage for 1 round. The energy type must be acid, cold, electricity, or fire. This energy damage does not stack with energy damage dealt by special weapon abilities if it is of the same type. A barbarian must be at least 12th level before selecting this power.

Guarded Stance (Ex): The barbarian gains a +1 dodge bonus to her Armor Class against melee attacks for one round. This bonus increases by +1 for every 6 levels the barbarian has attained.

Intimidating Glare (Ex): The barbarian can make an Intimidate check against one adjacent foe. If the barbarian successfully demoralizes her opponent, the foe is shaken for 1d4 rounds +1 round for 5 points she exceeds the DC.

Knockback (Ex): The barbarian can make one free bull rush attempt against one target hit in melee this round. The barbarian does not need to move back with the target if successful. This power is used as an immediate action after the attack roll is made.

Low-Light Vision (Ex): The barbarian's senses sharpen and she gains low-light vision while raging.

Mighty Swing (Ex): The barbarian automatically confirms a critical hit. This power is used as an immediate action once a critical threat has been determined. A barbarian must be at least 12th level before selecting this power.

Moment of Clarity (Ex): The barbarian does not gain any benefits or take any of the penalties from rage for 1 round. This includes the penalty to Armor Class and the restriction on what actions can be performed. This round still counts against her total number of rounds of rage per day. This power can only be used once per minute.

Night Vision (Ex): The barbarian's senses grow incredibly sharp while raging and she gains darkvision 60 feet for 1 round. A barbarian must have low-light vision as a rage power or a racial trait to select this rage power.

Powerful Blow (Ex): The barbarian gains a +1 bonus to a single damage roll. This bonus increases by +1 for every 6 levels the barbarian has attained. This power is used as a swift action before the roll to hit is made.

Quick Reflexes (Ex): The barbarian can make an additional attack of opportunity above the normal limit of one per round. This power is used as an immediate action when an opponent takes an action that provokes an attack of opportunity.

Renewed Vigor (Su): As a standard action, the barbarian heals 1d8 points of damage + her Constitution modifier. For every four levels the barbarian has attained above 4th, this amount of damage healed increases by 1d8, to a maximum of 5d8 at 20th level. A barbarian must be at least 4th level before selecting this power. This power can only be used once per day.

Rolling Dodge (Ex): The barbarian gains a +1 dodge bonus to her Armor Class against ranged attacks for 1 round. This bonus increases by +1 for every 6 levels the barbarian

has attained.

Roused Anger (Ex): The barbarian may enter a rage even if fatigued. Once this rage ends, the barbarian is exhausted for a number of minutes equal to the number of rounds spent raging.

Strength Surge (Ex): The barbarian adds her barbarian level on one Strength check or combat maneuver check, or to her combat maneuver bonus when an opponent attempts a maneuver against her. This power is used as an immediate action. Once used, this power cannot be used again for 1 minute.

Surprise Accuracy (Ex): The barbarian gains a +1 morale bonus on one attack roll. This bonus increases by +1 for every 6 levels the barbarian has attained. This power is used as a swift action before the roll to hit is made.

Swift Foot (Ex): The barbarian gains a 5-foot enhancement bonus to her speed. This increase is always active while the barbarian is raging. A barbarian can select this rage power up to three times. Its effects stack.

Terrifying Howl (Su): The barbarian unleashes a terrifying howl as a standard action. All shaken enemies within 30 feet must make a Will save (DC equal to 10 + 1/2 the barbarian's level + the barbarian's Strength modifier) or be panicked for 1d4+1 rounds. Once an enemy has made a save versus terrifying howl (successful or not) it is immune to this power for 24 hours. A barbarian must have the intimidating glare rage power to select this rage power. A barbarian must be at least 8th level before selecting this power.

Unexpected Strike (Ex): The barbarian can make a free attack, at her highest attack bonus, against a foe that moves adjacent to the barbarian. Using this power is an immediate action that counts as an attack of opportunity. Once used, this power cannot be used again for 1 minute. A barbarian must be at least 8th level before selecting this power.

Start of Campaign Notes

I'll be using the adventure "Crucible of Freya" as a starting background, so if you've read or played this, that would be a problem.

"Lost City of Barakus" should be next up.

The characters, like the players, will be new to the campaign, so specific tie ins to the background won't be required to start with, but any back story as part of character concept is required. What you tell the other players about your character is up to you.

Select any starting race or class from the Pathfinder rules, take the normal money and equipment. Your starting alignment cannot be "Evil". You cannot take any skill levels that include local knowledge to start with. Select feats and spells only from Pathfinder. Select one item special to you, it will be automatically masterwork, note: does not need to be weapon or armour. You can be creative and work with me, for example, I came up with a Barbarian NPC with an ancestor stone which gave skill bonuses from his ancestral knowledge.

Select a God from the "Good God Guide".

Background to the campaign is in the works.

Character Introduction

You see nothing but a blazing white light, a voice echoes "Thank you, I'm an weakened now, but I promise to aid you in the future". The light fades and your normal vision returns. Around you are a number of other figures that you dimly remember as friendly but are otherwise unable to recall. Your equipment and possessions seem familiar but you cannot recall any specific times when you used them. You remember your name and your skills. You look around, the countryside is unfamiliar to you. You are on the top of a hill, there are a number of large old standing stones around you. A few miles away in the distance another hill appears to have a small settlement on it. To the east is a stream and some woods.