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The unsung barbarian? So the question for this guide is whether you should play an unchained barbarian or the original version? I'll try to keep this guide short and to the point of letting you need to know/straight to the point of information and no more. Oddly enough, before answering what kind of barbarian you should play, you have to ask whether Bloodrager is what you really want to play. If Primalist Archetype Bloodrager is available to you, then you should just be a Bloodrager that replaces desirable anger credentials instead of some of its bloodline powers. The only exception is if you play an invulnerable and/or urban barbaric archetype builds (whether abandoned weapons, archer or invincible barbarian). Primalist Bloodrager is now a popular archetype banned for some grandmasters. In this case, there are additional optimal barbarians to consider: Bestial Leaper; Terrifying how toy; and Unarmed/Natural Weapon Barbarian First, let's consider Bestial Leaper Barbarian. The power of the bestial Leaper Fury is not available for the unchained barbarian - so the standard barbarian is not only optimal for such a build, necessary. Of course, this is only true if Primalist Bloodrager is not allowed by your grandmaster. If so, then you should be the bestial Leaper Primalist Bloodrager. Second, let's face the terrifying Howe of the Barbarian. The modified terrifying howt, available to unin va sized barbarians, stinks in comparison to the terrifying howt of a standard barbarian, so a standard barbarian is optimal. Of course, this is only true if Primalist Bloodrager is not allowed by your grandmaster. If so, then you should be the terrifying Howe Primalist Bloodrager. Third, let's consider unarmed/natural-weapon barbarian. This build is always better, as Aberrant or Abissal Bloodrager does primalist Bloodrager available. So there is no barbaric build. Fourth, let's look at the invincible barbarian. It requires an invulnerable barbaric archetype, which is obviously unavailable for Primalist Bloodrager. It also requires a protected life and a great protected life of Fury Powers. The archetype and these fierce forces are open to the unhooked barbarian. You lose access to Reckless Denial. However, you get access to a reckless position that works like a reckless abandon at the unfortunate price of moving action. With what is said, I do not like the general compromises you have to make the transition from standard barbarian to unchained barbarian. There are too many to call them, but the main thing you get from playing unchained is the temporary hitpoints. However, you lose too much for time points to get in over. Also, there is no unchained barbaric fury position that make the invincible barbarian better. Therefore, I would not recommend invincible uninhibited barbarian. Fifth, let's take a look at Archer the Barbarian. To be the optimal barbaric archer, you want to be as lethally accurate as possible with an onion as possible. What fuels the lethal precision of the standard Archer Barbarian is a combination of reckless abandon Rage Power and deadly purpose and taking an urban barbaric archetype (which is obviously not available primalist Bloodrager) to enhance agility. However, the uninhibited barbarian cannot choose Reckless Denial, although he may choose a reckless position that behaves like a reckless rejection of the unfortunate cost of the action move. Also, unchained barbarian probably can't accept the urban barbaric archetype. Finally, it also applies an analysis of the trade-offs between the unin jirined and the standard barbarian discussed in relation to the Invincible Barbarian. Accordingly, in terms of optimization, the optimal Archer Barbarian is the standard invulnerable/Urban Barbarian. Sixth, let's look at the barbarian's abandoned weapon. Abandoned weapon Barbarian takes a fairly similar path to Archer The Barbarian for the purposes of this guide. Accordingly, the analysis used for Archer the Barbarian is of the embroidery for the abandoned weapon of the barbarian as well. Go Standard Barbarian Urban/Invincible. Thus, Primalist Bloodrager has already shortened the type of Optimal Barbarians everyone can play. Of the optimal barbarians that remained, none of them is more optimal as an unchained barbarian. Even if Primalist Bloodrager is not available to you, there is no barbaric build that is better as an unchained barbarian. Accordingly, you should never play Unchained Barbarian in terms of optimization. It's a false advertisement. They should be called the Chain Barbarian. These shackles on my feet keep me from dancing. Einige Word-Funktionen Koennen in Google Docs nicht angezeigt werden und werden bei nderungen entferntDetails anzeigenLetzte nderungen anzeigen 2015-11-01, 10:40 AM (ISO 8601) Cheers, all! So, my buddy starts a new Pathfinder campaign with characters starting at Level 3. So I decided to play Unchained the Barbarian and be a rush and knock their flat kind of warrior. So, I have a list of exploits and fury powers I'm venturing into and can use some opinions on whether they are solid choices and combos well together. So the character now starts with how the following: Spoiler Show Man in Hide Shirt Welding Big Axe Str - 18 Dex - 16 Con - 14 Int - 8 Wis - 12 Cha - 10 Scheduled List Fury Powers Spoiler Show 2nd Level - Small Beast Totem Level 4 - Smell of Level 6 - Beast Totem Level 8 - Inner Resilience (must buy flawed Scarlet and Green Caboun, to do well.) Level 10 - Big Beast Totem Level 12 - Force Splash 14th Level - Level - Come and Give Me Level 18th - No Escape Level 20 - Body Bludgeon Planned Feat List: Spoiler Show Human Bonus - Improved Initiative 1 - Raging Vitality 3 - Power Attack 5 -Step-Up 7 - Improved Overspending 9 - Big Overspending 11 - Charge through 13th place - Martial reflexes 15th - Reckless Fury 17 - Improved Sunder 19th - Big Sunder My idea is that by then, when I hit level 11, I can be charging and using Pounce Power Attack to nail them (my enemies) with a heavy hit and, in corrosion, use the combo charge through - Big overruns to knock them down on rumps and get attack opportunities. That being said, does it seem possible at all or is their best way to do it? Also, does the extra feats and powers play well with this idea or is there a better route to take with you? Any/all comments are appreciated! And, thank you, ahead of time! The Lynx D. Last edited lynxd80; 2015-11-04 at 8:29 p.m. Dungeon Master Spoiler Show 2015-11-01, 05:34 PM (ISO 8601) This is a wonderful build. I would like to shift the power of the surge and improving overspending to a lower level so you can use them for more of your adventurous career. At a high level, I'd drop The Improvement/Big Sunder. They will be relatively useless by the time you get them. Maybe something like Mad Cruelty. In fact, you can take Mad Cruelty to reckless rage. Don't forget about the extra Fury Power feat for getting more/previously anger powers. 2015-11-01, 11:28 PM (ISO 8601) With the advent of Bloodrager and Unchained Barbarian there are many other interesting ways to rage powers. I don't have time to explain myself, but you have to look at a new position of furious powers and pedigree fury credentials. If you want to simply build for a newish player however this is fine. Keep in mind that some of your options are suboptimal (Come and get me or provocative positions, for example, should be obtained as early as possible, and the smell of rage power is hardly helpful). Until further notice on October 21, please DM me for important things and let the master game monitor my characters 2015-11-02, 06:35 PM (ISO 8601) Appreciate the suggestions of Nova and Spore. So I looked around a bit more and made a few changes. If you like, I'd love to hear your thoughts on the new installation: Fury Powers: Spoiler Show 2nd Level - Small Beast Totem Level 4 - Power Splash 6th Level - Beast Totem Level 8 - Inner Resilience ((Buy flawed Scarlet and Green Cabochon, to start The Rage-Cycle.)) Level 10 - Big Beast Totem 12th Level - Come the flaws Of Scarlet and Green Cabochon to start the Rage-cycle.)) Level 10 - Big Beast Level 12 and Get Me 14th Level - Favorable Mark 16th Level - Unexpected Strike 18th Level - No Escape 20th Level - Body Bludgeon Feats: Spoiler Show Human Bonus - Improved Initiative 1 - Raging Vitality 3 - Power Attack 5 - Improved Overrun 7 - Fighting Reflexes 9 - Big Over 11 - After 13 - Extra Force of Fury (Powerful Advance) 15 - Mad Cruelty 17 - Reckless Fury 19 - Extra Fury Force (Mighty Swing) Thank you, once again, for the suggestions! And, if anyone else is: I'm all ears! Lynx D. Dungeon Master of Spoiler Show 2015-11-02, 06:52 PM (ISO 8601) Remember that the invulnerable axis of Rager Archetype Danger Sense and Uncanny Dodge - two perhaps complex abilities - for much easier and much more useful damage reduction. Until further notice on October 21, please DM me for important things and let the master game monitor my characters 2015-11-02, 10:30 pm (ISO 8601) I do not find the supernatural Dodge difficult ... But, dangerous feeling seems a little dubious. I like the idea of DR/- and the permanent Endure Elements options. We just played a brief setup game. I think I could just go ahead and make adjustments now and let the DM know when we get together. Thank you for the good offer! The Lynx D. Last edited lynxd80; 2015-11-02 at 10:31 PM. Dungeon Master Spoiler Show 2015-11-02, 11:22 p.m. (ISO 8601) Oh, shit. You're some kind of barbarian. Unchained Barbarian can't rage a cycle - they don't have access to any 1/fury fury powers, so they get no benefit from falling and restoring rage. 2015-11-03, 03:39 AM (ISO 8601) Originally published lynxd80 I don't find the supernatural Dodge difficult... Sorry, I thought it was your build for a complete newbie friend. Я угадываю что я прочитало too much в прочтоты общей представления выполнения выполнения. Until further notice on October 21, please DM me for important things and let the master game control my characters 2015-11-03, 05:43 AM (ISO 8601) I don't think this build actually works. Most of them old forces of rage are no longer supported unchained as to come and get me. Also, too many one trick ponies, coming inline too late and no real defensive options. 2015-11-03, 08:38 (ISO 8601) Well, crud... Hmm... So I'm going to have to rethink all this, is that what you're saying? It's bloody! I knew it was good to be true! Another time unchained made me restore the character of the concept because of the limitations ... I'm starting to wonder why I let Myself get talked about in this kind of XD class.well, I'll think about it and research a few more to see what I can come up with... I post, again, when I realized this. Thank you for your help! The latest edited lynxd80; 2015-11-03 at 08:38. 2015-11-03, 12:14 PM (ISO 8601) Originally published as lynxd80 Well, crud... Hmm... So I'm going to have to rethink all this, is that what you're saying? It's bloody! I knew it was good to be true! Another time unchained made me restore the character of the concept because of ... I'm starting to wonder why I let Myself get talked about in this kind of XD.well classes, I'll think about it and research a few more to see what I can come up with I post, again, when I realized this. Thank you for your help! No. You have made it clear what goal you want to achieve. It's still achievable. But, as with the transition from 3.5 to PF, the way to get there has changed. But there have been some shifts in efficiency and you should want to rethink if the stated goal is the most effective thing you can get out of this. A simple example: Now you have a furious position and they meet the usual limit of only one position at a time. Unlike the previous incarnation of this class, these positions include things that used to be 1/fury and ragecycling was necessary to keep them. A good example would be the surprise of Accuracy. You don't have to do this anymore. Enter this position and it will keep all the rage. What I think is that you want to get a different kind of cruelty out of your unchained barbarian right now and this one is a management-based position for maximum effect. 2015-11-03, 22:00 (ISO 8601) OK... With disappointment aside and fresh breath, I threw everything I couldn't see how the Wnchained Barbarian and his position worked and re-emerged. Here's what I think now... Fury Powers: Spoiler Show 2nd Level - Small Beast Totem Level 4 - Powerful Stans 6th Level - Beast Totem 8th Level - Unexpected Strike level 10th - Big Beast Totem 12th Level -Intimidating Glare Level 14th - Terrifying Howe Level 16th - Favorable Mark 18th Level -Enhanced DR/- 20-Level - Increase DR/- Human Bonus - Improved Initiative 1 - Furious Vitality 3 - Power Attack 5 - Extra Fury 7 - Mad Cruelty 9 - Reckless Fury 11 - Extra Fury Force: No Escape 13 -Additional Fury Force: Shove aside 15 - Extra Fury Force: Mighty Swing 17 -Extra Rage 19th - Extra Fury Force: Increasing DR/- Think it's the right move? Or is it still disjointed? Note: I was trying to make myself a little smaller than a single trick pony. Not sure if it worked or not. The Lynx D. Last edited lynxd80; 2015-11-03 at 10:24 PM. Dungeon Master Spoiler Show 2015-11-04, 11:25 a.m. (ISO 8601) @lynxd80: Basically, what looks like it might work. Personally I, I still won't use it. In my opinion, you still lack in the defensive department. Some thoughts: Pounce is great, the way to achieve it is not. If someone was to play this character from lv3, he wouldn't enjoy the beast's totem of furious powers. Squeeze them and place them later as a block, so you have a Rage Power routine - Extra Fury Force - Fury Power is going and enter the Big Beast totem quickly without being a burden to get there, something that will hurt if this campaign ends early. Maybe I missed it, but you didn't mention what value PB is used. So I suppose PB15's Reporter: You've got some Cha-based Fury Powers out there without going into the Str-to-Cha route. It doesn't seem possible. Seeing See Later. Now consider the elements: You can access (or directly update) certain forces of rage through the elements, the Lionheart Fury tock and the Scary Mien helmet. Take a look at this. You'll find that you can get intimidating Glare power this way, and Fearless Rahe will improve your mileage a lot, especially against higher-level enemies with things like fear aura that can keep your anger fueled. You seem to base your choice on alpha strike kind of setup, disregarding upping the number of possible attacks using AoOs, thereby getting more out of your rage. For feats, I'd focus on simple, brutal things. Combat reflexes and Power Attack to start with, Dazing Attack and Strike Back later, maybe throwing an improved critical in the mix to have fun with falchion. An improved initiative is a waste of time. Let your masters win the Int and go to BFC, then its time for you to act. Consider replacing that with intimidating prowess to get the Str-to-Cha routine going. Remember: Intimidate is good for low-level debuffing and excellent option if you don't know the wjat do in this battle round. For offensive defense, I'd go Superstition/Witch Hunter, maybe even spell eater and subversive (if you chose to reach the weapon). Remember that the material works on about three-quarters of any critters outside the lowest levels. 2015-11-04, 08:20 PM (ISO 8601) HMM... I was thinking about what you said... I think you may be right about how I was going into it. I'm not sure if I like Superstitious much, but it has some pretty good benefits. I think I'm going to give up my original concept and go with a different route. Could you tell me what you could think of this sketch? Note: I'm not sure what you mean by PB value if you say Point Buy. In this case, the value is 25. My previous stats are higher, but I could finagle this a bit to improve my charisma over wisdom... Here's What I'm Rescheduling: Fury Power: Spoiler Show Level 2nd - Superstitious Level 4 - Witch Hunter Level 6 - Level 8 Magic Eater - Disruptive 10th Level - Terrifying howle (There are a scary Mien helmet to meet the requirements) level 12th - Fearless Fury (There is Torc Fury Lionheart) 14th level - Exact position 16th Level Position 20th Level - Powerful Rack Feats: Human Bonus - Raging Vitality 1 - Power Attack 3 - Combat Reflexes 5 -Raging Brutality 7 -Terrifying Valor 1 9 - Extra Force of Fury - Unexpected Strike 11 - Strike 13 - Extra Force Of Fury - Renewed Vitality 15 -Additional Force of Fury - Deadly Precision 17 - Extra Fury (If I Keep Trying to Pounce) Like this: Spoiler Show Fury Powers : Level 2 - Superstitious Level 4 - Witch Hunter Level 6 - Accurate Position 8th Level -Lesser Beast Beast Level 10 - Big Beast Totem Level 12 - Fearless Fury (There are Torc Fury Lionheart) Level 14th - Disruptive 16th Level - Deadly Precision 18th - Taunting Stance 20th Level - Powerful Rack Feats: Human Bonus - Raging Vitality 1 - Power Attack 1 Martial Reflexes 5 - Raging Brutality 7 - Extra Force Of Fury - Mighty Swing 9 - Extra Force Of Fury - Beast Totem 11 - Extra Force of Fury - Deadly Precision 13 - Extra Fury 15 - Strike Back 17 - SpellBreaker 19 - Extra Fury Either Build, I'll Need Falchion with Keen or Scabbard Keen Edge. Thoughts/opinions? The latest edited lynxd80; 2015-11-04 at 10:16 p.m. Dungeon Master Spoiler Show pathfinder unchained barbarian rage powers guide

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