## SCARRED

Barbarian Level

RAGE! DURATION

/			

DACEPI	RAGE! DURATION PER DAY	Barbarian Misc Level		RAGE! TODAY	
RAGER!	rds = 2 + CON +	( × 2	) +		rds
(BARBARIAN)  BARBARIAN		STRENTH SCORE BONUS	CONSTITUTION SCORE BONUS	WILL SAVE BONUS	ARMOUR CLASS PENALTY
Barbarian Level	RAGE!	4	4	2	-2
1 □ { Terrifying Visage RAGE!	GREATER RAGE!	6	6	3	-2
2 🗆 Tolerance	MIGHTY RAGE!	8	8	4	-2
3 □ Scarification +1	Ability Modifier =	CMD	CON	-	
5   Improved Tolerance	(Total Ability Score - 10) ÷ 2	STR	CON		AC
6 □ Scarification +2	FATIGUED RAGE! DURATION Duration	Strength Score Penalty: <b>-2</b>	Dexterity Score Penalty: -2		
7 🗆 Damage Reduction 1/–	rds = × 2	STR	DHX	Cannot rage, i	
9   Scarification +3	103	RAGE! PO	WERS		,
10 Damage Reduction 2/-	RAGE! POWERS Barbarian	Misc			
11 🗆 Greater RAGE!	KNOWN Level = ( ÷ 2	.) +			
12   Scarification +4	- ( + 2				(Round down)
13   Damage Reduction 3/-	1				
14 🗆 Indomitable Will					
15 🗆 Scarification +5	2				
16 □ Damage Reduction 4/-					
17 🗆 Tireless RAGE!	3				
18 □ Scarification +6					
19 🗆 Damage Reduction 5/–	4				
20 🗆 Mighty RAGE!					
TERRIFYING VISAGE  INTIMIDATE Barbarian BONUS Level	5				
+ = ÷ 2	6				
Against humanoids who are not members of barbarian tribes When dealing with barbarians, add this bonus to Diplomacy instead					
DC BONUS  Added to the DC of any for effects you great	7				
fear effects you create  TOLERANCE	8				
Level If you fail a save against becoming nauseated, sickened,					
fatigued or exhausted, make a second save to negate the effect at the start of your next turn	9				
Level If you fail a save against becoming dazed, frightened, shaken or stunned, make a second save to negate the effect at the start of your next turn					
SCARIFICATION	10				
Level BLEED DAMAGE RESISTANCE					
3 – Subtracted from the bleed damage you take each round	11				
	12				
	13				
	14				

RAGE!

Barbarian

RAGE!