Player

Campaign

XP

ABILITIES

	Ability Score	Item Bonus	Ability Modifier	RAGE! Modifier	Fatigue Modifier
STR			STR	+	-
DEX			DEX		-
CON			CON	+	
INT			INT		
WIS			WIS		
CHA			CHA		

Ability Modifier = (Total Ability Score - 10) ÷ 2 (Round down)

BARBARIAN

Barbarian Level		
1	☐	Fast Movement Illiteracy RAGE!1/day
2	☐	Uncanny Dodge
3	☐	Trap Sense +1
4	☐	Rage 2/day
5	☐	Improved Uncanny Dodge
6	☐	Trap Sense +2
7	☐	Damage Reduction 1/–
8	☐	Rage 3/day
9	☐	Trap Sense +3
10	☐	Damage Reduction 2/–
11	☐	Greater RAGE!
12	☐	Rage 4/day Trap Sense +4
13	☐	Damage Reduction 3/–
14	☐	Indomitable Will
15	☐	Trap Sense +5
16	☐	Rage 5/day Damage Reduction 4/–
17	☐	Tireless RAGE!
18	☐	Trap Sense +6
19	☐	Damage Reduction 5/–
20	☐	Mighty RAGE! Rage 6/day

FEATS & SPECIAL ABILITIES

LANGUAGES

CHARACTER

GOOD LAWFUL CHAOTIC EVIL

Name

Gender

Race

Size

Size Modifier

CLASSES		Skill Ranks	Hit Die	Level
1	Barbarian		d	
2			d	
3			d	
4			d	
5			d	

Level Adjustment

Effective Character Level

SKILLS

Max Ranks / = ECL + 3

Skill Bonus		Class Skills 1 2 3 4 5	Ranks	Racial, Feats, Synergy	Misc	Forbidden During RAGE!	Armor Check Penalty

Knowledge - INT
Profession - WIS

Other skills:
Craft - INT
Perform - CHA