SUPERSTITIOUS BARBARIAN!

| R | ARI | BAF | RIAN! | RAGE!DURAT PER DAY | ION | Barbarian Level | Misc | | RAGE! TODAY |
|-------------------|---|--------|----------------------------------|--|----------------------|----------------------------|--------------------------------|-----------------------|---------------------------|
| 1 | | | BARBARIAN | rds = | = 2 + CON + (| × 2 |) + | | rds |
| Barbar Leve | | Fast | t Movement GE! | | | STRENGTH SCORE BONUS | CONSTITUTION SCORE BONUS | WILL SAVE BONUS | ARMOR CLASS PENALTY |
| 2 | | Uncai | nny Dodge | | RAGE! | 4 | 4 | 2 | -2 |
| 3 | | Sixth | Sense +1 | (| GREATER RAGE! | 6 | 6 | 3 | -2 |
| 5 | | Impro | oved Uncanny Dodge | | MIGHTY RAGE! | 8 | 8 | 4 | -2 |
| 6 | | Sixth | Sense +2 | Ability Modifier = (Total Ability Sco | | STR | CON | | AC |
| 7 | | Low-l | light Vision | FATIGUED | RAGE! | Strength Score | Dexterity Score | | ` |
| 9 | | Sixth | Sense +3 | DURATION | Duration | Penalty: -2 | Penalty: -2 | Cannot rage, r | un or charge |
| 10 | | Darkv | vision 60ft | rds | =×2 | STR | DHX | while fatigued | |
| 11 | | Great | er RAGE! | × | | RAGE! POV | VERS | | , |
| 12 | | Sixth | Sense +4 | RAGE!POWER KNOWN | S Barbarian Level | Misc | | | |
| 13 | | Scent | t | | = (÷ 2 |) + | | | (Round down |
| 14 | | Indon | nitable Will | 1 | | | | | (Houlid down) |
| 15 | | Sixth | Sense +5 | | | | | | |
| 16 | | Blinds | sense 30ft | 2 | | | | | |
| 17 | | Tirele | ess RAGE! | | | | | | |
| 18 | | Sixth | Sense +6 | 2 | | | | | |
| 19 | | Blinds | sight 30ft | 3 | | | | | |
| 20 | | Might | ty RAGE! | | | | | | |
| | | S | IXTH SENSE | 4 | | | | | |
| | SIXTH SENSE | | Barbarian Level | | | | | | |
| Level 3 | + | | = ÷ 3 | 5 | | | | | |
| | Bonus to | | ive and ACduring surprise rounds | | | | | | |
| × | Low lied | | EEN SENSES | 6 | | | | | |
| | Can see twice as far as normal in dim light Can see outdoors on a moonlit night as clearly as during the day Low-light vision is color vision | | 7 | | | | | | |
| | Darkvision 60ft. Can see without any light at all Invisible objects are still invisible Darkvision is black and white | | | 8 | | | | | |
| | Scent 30 | Oft | | | | | | | |
| Level 13 | 30ft • Detect enemies, determine direction as a move action • Track creatures using Survival • Range of 30ft, or 60ftdownwind, 15ftupwind; strong smells double range, overpowering smells triple | | | 9 | | | | | |
| | | | | 10 | | | | | |
| | Blindsense 30ft Notice things you cannot see Needs a line of sight to the target Targets have total concealment (50% miss chance) | | | 10 | | | | | |
| | Blindsight 30ft Can see through invisibility, concealment and even magical darkness Cannot see colours, cannot read invisible writing Does not work while deafened | | | 11 | | | | | |
| 19 | | | | 12 | | | | | |
| | • Works | underw | vater but not in a vacuum | | | | | | |
| | | | | 13 | | | | | |
| | | | | | | | | | |
| | | | | 14 | | | | | |

RAGE!