SCARRED

Barbarian Level

RAGE!DURATION

DACEDI	RAGE!DURATION PER DAY)N	Barbarian Level	Misc		RAGE! TODAY
RAGER!	rds =	2 + CON + (× 2) +		rds
(BARBARIAN) BARBARIAN	140		STRENGTH SCORE BONUS	CONSTITUTION SCORE BONUS	WILL SAVE BONUS	ARMOR CLASS PENALTY
Barbarian Level Terrifying Visage		RAGE!	4	4	2	-2
1 RAGE!	GF	REATER RAGE!	6	6	3	-2
2	N	IIGHTY RAGE!	8	8	4	-2
3 □ Scarification +1	Ability Modifier =		CMD	COM		A.C.
5 🗆 Improved Tolerance	(Total Ability Score	e - 10) ÷ 2	51R	CON		AC
6 □ Scarification +2	FATIGUED DURATION	RAGE! Duration	Strength Score Penalty: -2	Dexterity Score Penalty: -2		
7 🗆 Damage Reduction 1/–	rds =	× 2	STR	DHX	Cannot rage, while fatigued	
9 Scarification +3	140		RAGE!POW	/ERS		,
10 Damage Reduction 2/-	RAGE!POWERS KNOWN	Barbarian Level	Misc			
11 Greater RAGE!		: (÷ 2)) +			
12 🗆 Scarification +4						(Round down
13 □ Damage Reduction 3/-						
14 🗆 Indomitable Will						
15 🗆 Scarification +5	2					
16 □ Damage Reduction 4/-						
17 🗆 Tireless RAGE!	3					
18 🗆 Scarification +6						
19 Damage Reduction 5/-	4					
20						
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 +1 Added to the DC of any fear effects you create	7					
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.	10					
SCARIFICATION *	10					
Level Subtracted from the bleed damage						
you take each round						
	12					
	13					
	14					

RAGE!

Barbarian

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