

# ARMoured HULK!

(BARBARIAN)

Barbarian  
Level

## BARBARIAN

Barbarian  
Level

1 ☐ Indomitable Stance  
RAGE!

2 ☐ Armoured Swiftness

3 ☐ Resilience of Steel +1

5 ☐ Improved Armoured Swiftness

6 ☐ Resilience of Steel +2

7 ☐ Damage Reduction 1/-

9 ☐ Resilience of Steel +3

10 ☐ Damage Reduction 2/-

11 ☐ Greater RAGE!

12 ☐ Resilience of Steel +4

13 ☐ Damage Reduction 3/-

14 ☐ Indomitable Will

15 ☐ Resilience of Steel +5

16 ☐ Damage Reduction 4/-

17 ☐ Tireless RAGE!

18 ☐ Resilience of Steel +6

19 ☐ Damage Reduction 5/-

20 ☐ Mighty RAGE!

## INDOMITABLE STANCE

+1

Bonus to CMB and CMD for overrun manoeuvres;  
reflex saves against trample attacks;  
AC against charge attacks;  
attack and damage against charging creatures

## ARMoured SWIFTNESS

Level  
2

5 ft 1 sq

Increased speed in medium or heavy  
armour, providing this is still below  
your normal move speed

ft sq

Resulting movement speed in  
medium or heavy armour

Level  
5

10 ft 2 sq

Increase to normal  
movement speed

ft sq

Resulting normal  
movement speed

ft sq

Resulting movement speed in  
medium or heavy armour

## RESILIENCE OF STEEL

### CRITICAL HIT

Level

6

+

Bonus to AC that applies only to  
critical hit confirmation rolls

## RAGE!

RAGE! DURATION  
PER DAY

Barbarian  
Level

Misc

RAGE!  
TODAY

rds

$$= 2 + \text{CON} + ( \quad \times 2 ) +$$

rds

STRENGTH  
SCORE  
BONUS

CONSTITUTION  
SCORE  
BONUS

WILL  
SAVE  
BONUS

ARMOUR  
CLASS  
PENALTY

RAGE!

4

4

2

-2

GREATER RAGE!

6

6

3

-2

MIGHTY RAGE!

8

8

4

-2

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

STR

CON

AC

FATIGUED  
DURATION

RAGE!  
Duration

Strength Score  
Penalty: -2

Dexterity Score  
Penalty: -2

rds

$$= \quad \times 2$$

S-1R

D-1X

Cannot rage, run or charge  
while fatigued.

## RAGE! POWERS

RAGE! POWERS  
KNOWN

Barbarian  
Level

Misc

$$= ( \quad \div 2 ) +$$

(Round down)

1

2

3

4

5

6

7

8

9

10

11

12

13

14