

# TITAN MAULER!

(BARBARIAN)

Barbaar  
Level

## BARBAAR

Barbaar  
Level

1

☐

{ Big Game Hunter  
RAGE!

2

☐

Jotungrip

3

☐

Massive Weapons -1

5

☐

Evade Reach 5ft

6

☐

Massive Weapons -2

7

☐

Damage Reduction 1/-

9

☐

Massive Weapons -3

10

☐

{ Damage Reduction 2/-  
Evade Reach 10ft

11

☐

Greater RAGE!

12

☐

Massive Weapons -4

13

☐

Damage Reduction 3/-

14

☐

Titanic RAGE!

15

☐

{ Massive Weapons -5  
Evade Reach 15ft

16

☐

Damage Reduction 4/-

17

☐

Tireless RAGE!

18

☐

Massive Weapons -6

19

☐

Damage Reduction 5/-

20

☐

{ Mighty RAGE!  
Evade Reach 20ft

## BIG GAME HUNTER

+1

Bonus to attack rolls and dodge bonus to AC  
when fighting larger creatures

## JOTUNGRIIP

Level

2

May wield a two-handed weapon in one hand

Damage is calculated as for a one-handed weapon

## MASSIVE WEAPONS

### ATTACK PENALTY

Level

3

### REDUCTION

-

Reduce the penalty for using oversized  
weapons, to a minimum of 0

## EVADE REACH

Level

5

ft

sq

Reduced effective reach for  
one designated attacker

## TITANIC RAGE!

Level

14

Gain the benefit of Enlarge Person

Costs 2 rounds of rage per round, and become exhausted  
rather than fatigued when rage ends.

## RAGE!

RAGE! DURATION  
PER DAY

Barbaar  
Level

Misc

RAGE!  
TODAY

rds

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

rds

KRACHT  
SCORE  
BONUS

CONSTITUTIE  
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

PK

FATIGUED  
DURATION

RAGE!  
Duration

Strength Score  
Penalty: -2

Dexterity Score  
Penalty: -2

rds

$$= \quad \times 2$$

STR

D-1X

Cannot rage, run or charge  
while fatigued.

## RAGE! POWERS

RAGE! POWERS  
KNOWN

Barbaar  
Level

Misc

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

(Naar beneden afgerond)

1

2

3

4

5

6

7

8

9

10

11

12

13

14