

TITAN MAULER!

Barbarian
Level

(BARBARIAN)

BARBARIAN		
Barbarian Level		
1	<input type="checkbox"/>	Big Game Hunter RAGE!
2	<input type="checkbox"/>	Jotungrip
3	<input type="checkbox"/>	Massive Weapons -1
5	<input type="checkbox"/>	Evade Reach 5ft
6	<input type="checkbox"/>	Massive Weapons -2
7	<input type="checkbox"/>	Damage Reduction 1/-
9	<input type="checkbox"/>	Massive Weapons -3
10	<input type="checkbox"/>	Damage Reduction 2/- Evade Reach 10ft
11	<input type="checkbox"/>	Greater RAGE!
12	<input type="checkbox"/>	Massive Weapons -4
13	<input type="checkbox"/>	Damage Reduction 3/-
14	<input type="checkbox"/>	Titanic RAGE!
15	<input type="checkbox"/>	Massive Weapons -5 Evade Reach 15ft
16	<input type="checkbox"/>	Damage Reduction 4/-
17	<input type="checkbox"/>	Tireless RAGE!
18	<input type="checkbox"/>	Massive Weapons -6
19	<input type="checkbox"/>	Damage Reduction 5/-
20	<input type="checkbox"/>	Mighty RAGE! Evade Reach 20ft

BIG GAME HUNTER

+1

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

JOTUNGRIPI

Level 2

May wield a two-handed weapon in one hand
Damage is calculated as for a one-handed weapon

MASSIVE WEAPONS

ATTACK PENALTY REDUCTION

Level 3

-

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

rds

= 2 + CON + (

Barbarian Level

 × 2) +

Misc

STRENGTH SCORE BONUSCONSTITUTION SCORE BONUSWILL SAVE BONUSARMOUR 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

STRCONAC

FATIGUED DURATION

RAGE! Duration

rds

=

RAGE! Duration

 × 2

Strength Score Penalty: -2Dexterity Score Penalty: -2

STRDEX

Cannot rage, run or charge while fatigued.

RAGE! POWERS

RAGE! POWERS KNOWN

= (

Barbarian Level

 ÷ 2) +

Misc

(Round down)

1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		