SUPERSTITIOUS Barbarian Level

R	ARBARIA	AN!	RAGE!DURA PER DAY	TION	Barbarian Level	Misc		RAGE! TODAY
1		BARIAN	rds	= 2 + CON + (× 2) +		rds
Barbar Leve	ian				STRENGTH SCORE BONUS	CONSTITUTION SCORE BONUS	WILL SAVE BONUS	ARMOR CLASS PENALTY
2	☐ Uncanny Do	dge		RAGE!	4	4	2	-2
3	☐ Sixth Sense	+1		GREATER RAGE!	6	6	3	-2
5	☐ Improved Ur	ncanny Dodge		MIGHTY RAGE!	8	8	4	-2
6	☐ Sixth Sense	+2	Ability Modifier (Total Ability S		STR	CON		AC
7	☐ Low-light Vi	ision	FATIGUED	RAGE!	Strength Score	Dexterity Score		*
9	☐ Sixth Sense	+3	DURATION	Duration	Penalty: -2	Penalty: -2	Cannot rage, r	un or charge
10	☐ Darkvision 6	50ft	rds	=×2	STR	DHX	while fatigued	
11	☐ Greater RAG	GE!	``		RAGE! POV	VERS		*
12	☐ Sixth Sense	+4	RAGE!POWE KNOWN	RS Barbarian Level	Misc			
13	□ Scent			= (÷ 2) +			(Round down)
14	□ Indomitable	Will	1					(1104114 40111)
15	☐ Sixth Sense	+5						
16	□ Blindsense 3	30ft	2					
17	☐ Tireless RA	GE!						
18	☐ Sixth Sense	+6						
19	☐ Blindsight 3	0ft	3					
20	☐ Mighty RAG	BE!						
`		H SENSE	4					
		arbarian Level						
Level	+ =	÷ 3	5					
	Bonus to initiative and	ACduring surprise rounds						
*	KEEN Low-light Vision	SENSES	6					
Level 7	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					
Level	Darkvision 60ft. Level • Can see without any light at all • Invisible objects are still invisible • Darkvision is black and white		8					
10								
	Scent 30ft 30ft • Detect enemies	determine direction as a move action	9					
• Track creatures using Survival • Range of 30ft, or 60ftdownwind, 15ftup		g Survival						
	strong smells double range, overpowering smells triple		10					
Level	Needs a line of sight to the target Targets have total concealment (50% miss chance)							
			11					
	magical darkness							
19			12					
			13					
			14					

RAGE!