

# URBAN BARBARIAN!

Barbarian  
Level

## BARBARIAN

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Level

1 ☐ { Crowd Control  
**Controlled Rage**

2 ☐ Uncanny Dodge

3 ☐ Trap Sense +1

5 ☐ Improved Uncanny Dodge

6 ☐ Trap Sense +2

7 ☐ Damage Reduction 1/—

9 ☐ Trap Sense +3

10 ☐ Damage Reduction 2/—

11 ☐ **Greater Rage**

12 ☐ Trap Sense +4

13 ☐ Damage Reduction 3/—

14 ☐ Indomitable Will

15 ☐ Trap Sense +5

16 ☐ Damage Reduction 4/—

17 ☐ **Tireless Rage**

18 ☐ Trap Sense +6

19 ☐ Damage Reduction 5/—

20 ☐ **Mighty Rage**

## CROWD CONTROL

### CROWDBONUS

**+1**

Bonus to attack rolls and dodge bonus to AC when adjacent to two or more enemies.

No speed penalty for moving through crowds

### INTIMIDATE BONUS

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**+**

**=** **÷ 2**

When using intimidation to influence crowds

## CONTROLLED RAGE

**RAGEDURATION  
PER DAY**

Barbarian  
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Misc

**RAGE  
TODAY**

rds

**= 2 + CON + (** **× 2** **) +**

rds

**STRENGTH  
SCORE  
BONUS**

**OR**

**DEXTERITY  
SCORE  
BONUS**

**OR**

**CONSTITUTION  
SCORE  
BONUS**

**RAGE**

**4**

**4**

**4**

**GREATER RAGE**

**6**

**6**

**6**

**MIGHTY RAGE**

**8**

**8**

**8**

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

**STR**

**DEX**

**CON**

**FATIGUED  
DURATION**

**RAGE  
Duration**

Strength Score  
Penalty: -2

Dexterity Score  
Penalty: -2

rds

**=** **× 2**

**S-1R**

**D-1X**

Cannot rage, run or charge while fatigued.

## RAGEPOWERS

**RAGEPOWERS  
KNOWN**

Barbarian  
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Misc

**= (** **÷ 2** **) +**

(Round down)

**1**

**2**

**3**

**4**

**5**

**6**

**7**

**8**

**9**

**10**

**11**

**12**

**13**

**14**