

HURLER!

(BARBARIAN)

Barbarian
Level

BARBARIAN

Barbarian Level		
1	<input type="checkbox"/>	{ Skilled Thrower RAGE!
2	<input type="checkbox"/>	Uncanny Dodge
3	<input type="checkbox"/>	Trap Sense +1
5	<input type="checkbox"/>	Improved Uncanny Dodge
6	<input type="checkbox"/>	Trap Sense +2
7	<input type="checkbox"/>	Damage Reduction 1/–
9	<input type="checkbox"/>	Trap Sense +3
10	<input type="checkbox"/>	Damage Reduction 2/–
11	<input type="checkbox"/>	Greater RAGE!
12	<input type="checkbox"/>	Trap Sense +4
13	<input type="checkbox"/>	Damage Reduction 3/–
14	<input type="checkbox"/>	Indomitable Will
15	<input type="checkbox"/>	Trap Sense +5
16	<input type="checkbox"/>	Damage Reduction 4/–
17	<input type="checkbox"/>	Tireless RAGE!
18	<input type="checkbox"/>	Trap Sense +6
19	<input type="checkbox"/>	Damage Reduction 5/–
	<input type="checkbox"/>	Mighty RAGE!

SKILLED THROWER

10 ft 2 sq

Increased range increment on any thrown object

RAGE!

RAGE! DURATION PER DAY

Barbarian Level

Misc

RAGE! TODAY

rds

= 2 + CON + (

× 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

=

× 2

STR

D-1X

Cannot rage, run or charge while fatigued.

RAGE! POWERS

RAGE! POWERS
KNOWN

Barbarian
Level

Misc

= (

÷ 2

) +

(Round down)

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