INVULNERABLE Barbarian Level RAGER!

(BARBARIAN)

``		BARBARIAN	
Barbaria Level	1		Ì
1		Fast Movement RAGE!	
2		Invulnerability	l
3		Extreme Endurance	
11		Greater RAGE!	
14		Indomitable Will	
17		Tireless RAGE!	
20		Mighty RAGE!	
×		INVULNERABILITY	(

17	7 Tireless RAGE!							
20								
INVULNERABILITY								
Level	DAMAGE Barbarian REDUCTION Level							
	/— = ÷ 2							
	Double this against non-lethal damage							
EXTREME ENDURANCE								
Level 3	☐ Hot ☐ Cold							
	Inured to hot and cold climates as if by Endure Elements							
	ENERGY Barbarian RESISTANCE Level							
	= ÷ 3							
	Fire and cold resistance							

RAGE DURATION PIR DAY	X	RAGE	1		<u>, </u>
STRENTH CONSTITUTION SAVE ARNOUR CLASS EDNOUS		Barbarian			
STRENTH CONSTITUTION SAUR CANASCURE SHOULS SOURE	rds = 2 + CON + (× 2) +		rds
GREATER RAGE! 6 6 3 -2	133	SCORE	SCORE	SAVE	ARMOUR CLASS
Ability Modifier = (Total Ability Score - 10) ÷ 2 Ability Modifier = (Total Ability Score - 10) ÷ 2 FATIGUED DURATION DURATION DURATION Trds = x 2 FATIGUED RAGEI DURATION FATIGUED RAGEI DURATION FATIGUED RAGEI DURATION RAGEI STR RAGEI POWERS RAGEI P	RAGE!	4	4	2	-2
Ability Modifier = (Total Ability Score - 10) ÷ 2 FATIGUED DURATION DURATION Ids = x 2 FAGE! POWERS RAGE! POWER	greater RAGE!	6	6	3	-2
Total Ability Score - 10) + 2 EATIGUED DURATION Particle Duration Particle	MIGHTY RAGE!	8	8	4	-2
DURATION Duration rds =x 2	Ability Modifier = (Total Ability Score - 10) ÷ 2	STR	CON		AC
rds = × 2		Strength Score Penalty: -2	Dexterity Score Penalty: -2		
RAGE! POWERS RAGE! POWERS RNOWN = (STR	DHX	Cannot rage, while fatigued	run or charge d.
Level Miss Round down 1					*
1 (Round down) 1 2 2 3 4 5 5 6 7 7 8 8 9 9 10 11 12 12 13		Misc			
2 3 4 5 6 7 8 9 10 11	= (÷ 2) +			(Round down)
3 4 5 6 7 8 9 10 11 12	1				
3 4 5 6 7 8 9 10 11 12					
4 5 6 7 8 9 10 11 12 13	2				
4 5 6 7 8 9 10 11 12 13					
5 6 7 8 9 10 11 12	3				
5 6 7 8 9 10 11 12					
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7 8 9 10 11 12 13	5				
7 8 9 10 11 12					
8 9 10 11 12	6				
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