## TITAN MAULER! Barbarian RAGE! **RAGE!DURATION** Barbarian RAGE! Misc TODAY (BARBARIAN) PER DAY Level = 2 + CON +BARBARIAN rds rds Barbarian STRENGTH CONSTITUTION WILL **ARMOR** Level SCORE SCORE SAVE **CLASS** Big Game Hunter PENALTY BONUS 1 RAGE! RAGE! 4 2 -2 4 2 Jotungrip **GREATER RAGE!** 6 6 3 -2 3 Massive Weapons -1 8 8 **MIGHTY RAGE!** -2 4 5 Evade Reach 5ft Ability Modifier = 6 Massive Weapons -2 (Total Ability Score - 10) ÷ 2 7 Damage Reduction 1/-Strength Score **Dexterity Score FATIGUED** RAGEI Penalty: -2 Penalty: -2 Duration Massive Weapons -3 9 Cannot rage, run or charge STR D-HX × 2 while fatigued. rds Damage Reduction 2/-**10** Evade Reach 10ft RAGE!POWERS 11 Greater RAGE! RAGE!powers Barbarian Misc **KNOWN** Level 12 Massive Weapons -4 ÷ 2 ) + (Round down) Damage Reduction 3/-13 Titanic RAGEI 14 Massive Weapons -5 15 Evade Reach 15ft Damage Reduction 4/-16 Tireless RAGE! 17 18 Massive Weapons -6 19 Damage Reduction 5/-4 Mighty RAGE! 20 Evade Reach 20ft 5 **BIG GAME HUNTER** Bonus to attack rolls and dodge bonus to $\mathbf{AC}$ +1 when fighting larger creatures. 6 **JOTUNGRIP** Level May wield a two-handed weapon in one hand 2 Damage is calculated as for a one-handed weapon MASSIVE WEAPONS ATTACK PENALTY REDUCTION Level 3 Reduce the penalty for using oversized 8 weapons, to a minimum of 0 **EVADE REACH** Level Reduced effective reach for ft sq one designated attacker 5 TITANIC RAGE! Gain the benefit of Enlarge Person 10 Level Costs 2 rounds of rage per round, and become exhausted 14 rather than fatigued when rage ends. 11 12 13

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