

Barbarian Level

	PIJ(SILIST	RAGE! DURAT PER DAY	TION	Barbarian Level	Misc		RAGE! TODAY
,		ARBARIAN)	rds =	2 + CON + (× 2) +		rds
×		BARBARIAN	1.00			CONSTITUTION	WILL	ARMOR
Barbari Level		(SCORE BONUS	SCORE BONUS	SAVE BONUS	CLASS PENALTY
1		Fast Movement RAGE!		RAGE!	4	4	2	-2
2		Savage Grapple	Gl	REATER RAGE!	6	6	3	-2
3		Pit Fighter ×1	1	MIGHTY RAGE!	8	8	4	-2
5		Improved Savage Grapple	Ability Modifier = (Total Ability Sc	ore - 10) ÷ 2	STR	CON		AC
6		Pit Fighter ×2	FATIGUED	RAGE!	Strength Score	Dexterity Score		
7		Damage Reduction 1/—	DURATION	Duration	Penalty: -2	Penalty: -2	Cannot rage, r	un or charge
9		Pit Fighter ×3	rds	× 2	SIR	DHX	while fatigued	l
10		Damage Reduction 2/-	RAGE! power	O. Dankarian	RAGE! POV	VERS		*
11		Greater RAGE!	KNOWN	S Barbarian Level	Misc			
12		Pit Fighter ×4		= (÷ 2) +			(Round down)
13		Damage Reduction 3/—	1					
14		Indomitable Will						
15		Pit Fighter ×5	2					
16		Damage Reduction 4/—						
17		Tireless RAGE!	3					
18		Pit Fighter ×6						
19		Damage Reduction 5/—						
20		Mighty RAGE!	4					
×		SAVAGE GRAPPLE	5					
		tacks of opportunity against creatures attempting le, even if they have the Improved Grapple feat.						
I	f this a	ttack of opportunity hits, gain a +2 circumstance o your CMD to avoid the grapple.						
		ly half the normal penalties when grappled.	6					
Level		penalties when grappled. as one size larger when determining CMB and						
5	CMD fo	r grappling or being grappled.	7		_			
•	COMB	PIT FIGHTER AT MANEUVERS	8					
Level 3	001112	MATERIAL VIIIO	0		_			
6								
9			9					
12			10					
15			10					
18			11					
INSIGH	T BON		11					
+1		Bonus to CMB and CMDfor your chosen combat maneuvers	12					
+2		When wearing no armor (shields are allowed)	12					
		pe applied to each manoeuvre only twice, once	12					
to CMB a	iiiu onc	e to CMD.	13					
			1/					
			14					

RAGE!