

# TRUE PRIMITIVE

(BARBARIAN!)

Barbarian  
Level

## BARBARIAN

Barbarian  
Level

1

☐

{ Favoured Terrains  
RAGE!

2

☐

Uncanny Dodge

3

☐

Trophy Fetish

5

☐

Improved Uncanny Dodge

7

☐

Damage Reduction 1/—

8

☐

Trophy Fetish × 2

10

☐

Damage Reduction 2/—

11

☐

Greater RAGE!

13

☐

{ Trophy Fetish × 3  
Damage Reduction 3/—

14

☐

Indomitable Will

16

☐

Damage Reduction 4/—

17

☐

Tireless RAGE!

18

☐

Trophy Fetish × 4

19

☐

Damage Reduction 5/—

20

☐

Mighty RAGE!

## FAVOURED TERRAINS

☐ FAVOURED TERRAIN

Favoured Terrain Bonus

2	4	6	8
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## TROPHY FETISH

WEAPONS / HIDE ARMOUR

Morale Bonus  
+1 2 3 4

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Fetishes can be attached to a traditional true primitive weapon: Battleaxe, Blowgun, Club, Greatclub, Handaxe, Longspear, Shortspear, Sling, Spear; or to a suit of Hide Armour.

Weapons gain a morale bonus to damage.

Armour gains a bonus to saving throws.

## RAGE!

RAGE! DURATION  
PER DAY

Barbarian  
Level

Misc

RAGE!  
TODAY

$$\boxed{\text{rds}} = 2 + \text{CON} + \left( \frac{\text{STR}}{2} \times 2 \right) + \text{Misc}$$

$$\boxed{\text{rds}}$$

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

$$\boxed{\text{rds}} = \frac{\text{RAGE! Duration}}{2} \times 2$$

STR

D-1X

Cannot rage, run or charge  
while fatigued.

## RAGE! POWERS

RAGE! POWERS  
KNOWN

Barbarian  
Level

Misc

$$\boxed{\text{Known Powers}} = \left( \frac{\text{Barbarian Level}}{2} \right) + \text{Misc}$$

(Round down)

1

2

3

4

5

6

7

8

9

10

11

12

13

14