

# ARMORED HULK!

(BARBARIAN)

Barbarian Level

## BARBARIAN

Barbarian Level

1 ☐ Indomitable Stance RAGE!

2 ☐ Armored Swiftness

3 ☐ Resilience of Steel +1

5 ☐ Improved Armored Swiftness

6 ☐ Resilience of Steel +2

7 ☐ Damage Reduction 1/-

9 ☐ Resilience of Steel +3

10 ☐ Damage Reduction 2/-

11 ☐ Greater RAGE!

12 ☐ Resilience of Steel +4

13 ☐ Damage Reduction 3/-

14 ☐ Indomitable Will

15 ☐ Resilience of Steel +5

16 ☐ Damage Reduction 4/-

17 ☐ Tireless RAGE!

18 ☐ Resilience of Steel +6

19 ☐ Damage Reduction 5/-

20 ☐ Mighty RAGE!

## INDOMITABLE STANCE

+1

Bonus to CMB and CMD for overrun maneuvers; reflex saves against trample attacks; AC against charge attacks; attack and damage against charging creatures

## Armored Swiftness

Level 2

5 ft 1 sq

Increased speed in medium or heavy armor, providing this is still below your normal move speed

ft sq

Resulting movement speed in medium or heavy armor

Level 5

10 ft 2 sq

Increase to normal movement speed

ft sq

Resulting normal movement speed

ft sq

Resulting movement speed in medium or heavy armor

## RESILIENCE OF STEEL

### CRITICAL HIT

Level

### RESISTANCE

6

+

Bonus to AC that applies only to critical hit confirmation rolls

## RAGE!

RAGE! DURATION PER DAY

Barbarian Level

Misc

RAGE! TODAY

rds

$$= 2 + \text{CON} + (\text{ } \times 2) + \text{ }$$

rds

STRENGTH SCORE BONUS

CONSTITUTION SCORE BONUS

WILL SAVE BONUS

ARMOR 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

$$= \text{ } \times 2$$

STR

D-1X

Cannot rage, run or charge while fatigued.

## RAGE! POWERS

RAGE! POWERS KNOWN

Barbarian Level

Misc

$$= (\text{ } \div 2) + \text{ }$$

(Round down)

1

2

3

4

5

6

7

8

9

10

11

12

13

14