

BRUTAL PUGILIST

(BARBARIAN)

Barbarian
Level

BARBARIAN

Barbarian
Level

- | | | |
|----|--------------------------|--------------------------|
| 1 | <input type="checkbox"/> | { Fast Movement
RAGE! |
| 2 | <input type="checkbox"/> | |
| 3 | <input type="checkbox"/> | Pit Fighter x1 |
| 5 | <input type="checkbox"/> | Improved Savage Grapple |
| 6 | <input type="checkbox"/> | Pit Fighter x2 |
| 7 | <input type="checkbox"/> | Damage Reduction 1/- |
| 9 | <input type="checkbox"/> | Pit Fighter x3 |
| 10 | <input type="checkbox"/> | Damage Reduction 2/- |
| 11 | <input type="checkbox"/> | Greater RAGE! |
| 12 | <input type="checkbox"/> | Pit Fighter x4 |
| 13 | <input type="checkbox"/> | Damage Reduction 3/- |
| 14 | <input type="checkbox"/> | Indomitable Will |
| 15 | <input type="checkbox"/> | Pit Fighter x5 |
| 16 | <input type="checkbox"/> | Damage Reduction 4/- |
| 17 | <input type="checkbox"/> | Tireless RAGE! |
| 18 | <input type="checkbox"/> | Pit Fighter x6 |
| 19 | <input type="checkbox"/> | Damage Reduction 5/- |
| 20 | <input type="checkbox"/> | Mighty RAGE! |

SAVAGE GRAPPLE

Make attacks of opportunity against creatures attempting a grapple, even if they have the Improved Grapple feat.

Level
2

If this attack of opportunity hits, gain a +2 circumstance bonus to your CMD to avoid the grapple.

Take only half the normal penalties when grappled.

Level
5

Take no penalties when grappled.

Treated as one size larger when determining CMB and CMD for grappling or being grappled.

PIT FIGHTER

COMBAT MANOEUVRES

Level
3

6

9

12

15

18

INSIGHT BONUS

+1

Bonus to CMB and CMD for your chosen combat manoeuvres

+2

When wearing no armour (shields are allowed)

This bonus can be applied to each manoeuvre only twice, once to CMB and once to CMD.

RAGE!

RAGE! DURATION
PER DAY

Barbarian
Level

Misc

RAGE!
TODAY

rds

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

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

rds

$$= \quad \times 2$$

S-1R

D-1X

Cannot rage, run or charge while fatigued.

RAGE! POWERS

RAGE! POWERS
KNOWN

Barbarian
Level

Misc

$$= (\quad \div 2) +$$

(Round down)

1

2

3

4

5

6

7

8

9

10

11

12

13

14