

# TITAN MAULER!

(BARBARIAN)

Barbarian  
Level

## BARBARIAN

Barbarian  
Level

1 ☐ { Big Game Hunter  
RAGE!

2 ☐ Jotungrip

3 ☐ Massive Weapons -1

5 ☐ Evade Reach 5ft

6 ☐ Massive Weapons -2

7 ☐ Damage Reduction 1/-

9 ☐ Massive Weapons -3

10 ☐ { Damage Reduction 2/-  
Evade Reach 10ft

11 ☐ Greater RAGE!

12 ☐ Massive Weapons -4

13 ☐ Damage Reduction 3/-

14 ☐ Titanic RAGE!

15 ☐ { Massive Weapons -5  
Evade Reach 15ft

16 ☐ Damage Reduction 4/-

17 ☐ Tireless RAGE!

18 ☐ Massive Weapons -6

19 ☐ Damage Reduction 5/-

20 ☐ { Mighty RAGE!  
Evade Reach 10ft

## BIG GAME HUNTER

+1

Bonus to attack rolls and dodge bonus to AC  
when fighting larger creatures

## JOTUNGRIIP

Level 2 May wield a two-handed weapon in one hand  
Damage is calculated as for a one-handed weapon

## MASSIVE WEAPONS

### ATTACK PENALTY

Level REDUCTION

3 -  Reduce the penalty for using oversized  
weapons, to a minimum of 0

## EVADE REACH

Level  ft  sq Reduced effective reach for  
one designated attacker

## TITANIC RAGE!

Level 14 Gain the benefit of Enlarge Person  
Costs 2 rounds of rage per round, and become exhausted  
rather than fatigued when rage ends.

## RAGE!

RAGE! DURATION  
PER DAY

Barbarian  
Level

Misc

RAGE!  
TODAY

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

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

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

$$\boxed{\text{rds}} = \frac{\text{STR}}{2} \times 2$$

STR

D-1X

Cannot rage, run or charge  
while fatigued.

## RAGE! POWERS

RAGE! POWERS  
KNOWN

Barbarian  
Level

Misc

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

(Round down)

1

2

3

4

5

6

7

8

9

10

11

12

13

14