

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

☐
☐
☐
☐
☐
☐
☐
☐

TROPHY FETISH

WEAPONS / HIDE ARMOUR

Morale Bonus

+1 2 3 4

☐
☐
☐
☐
☐
☐

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

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