

BREAKER!

(BARBARIAN)

Barbarian
Level

BARBARIAN

Barbarian
Level

1

☐

{ Destructive
RAGE!

2

☐

Uncanny Dodge

3

☐

Battle Scavenger +1

5

☐

Improved Uncanny Dodge

6

☐

Battle Scavenger +2

7

☐

Damage Reduction 1/—

9

☐

Battle Scavenger +3

10

☐

Damage Reduction 2/—

11

☐

Greater RAGE!

12

☐

Battle Scavenger +4

13

☐

Damage Reduction 3/—

14

☐

Indomitable Will

15

☐

Battle Scavenger +5

16

☐

Damage Reduction 4/—

17

☐

Tireless RAGE!

18

☐

Battle Scavenger +6

19

☐

Damage Reduction 5/—

20

☐

Mighty RAGE!

DESTRUCTIVE

DAMAGE
BONUS

Barbarian
Level

+

$$= \text{Barbarian Level} \div 2$$

When you hit an unattended object or make a sunder attempt

BATTLE SCAVENGER

Level

3

No penalty for using an improvised weapon

DAMAGE
BONUS

Barbarian
Level

+

$$= \text{Barbarian Level} \div 3$$

When using an improvised or broken weapon

RAGE!

RAGE! DURATION
PER DAY

Barbarian
Level

Misc

RAGE!
TODAY

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

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

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

STR

D-1X

Cannot rage, run or charge
while fatigued.

RAGE! POWERS

RAGE! POWERS
KNOWN

Barbarian
Level

Misc

$$\text{Known Powers} = (\text{Barbarian Level} \div 2) + \text{Misc}$$

(Round down)

1

2

3

4

5

6

7

8

9

10

11

12

13

14