

SUPERSTITIOUS BARBARIAN!

Barbarian Level

BARBARIAN		
Barbarian Level		
1	<input type="checkbox"/>	{ Fast Movement RAGE!
2	<input type="checkbox"/>	Uncanny Dodge
3	<input type="checkbox"/>	Sixth Sense +1
5	<input type="checkbox"/>	Improved Uncanny Dodge
6	<input type="checkbox"/>	Sixth Sense +2
7	<input type="checkbox"/>	Low-light Vision
9	<input type="checkbox"/>	Sixth Sense +3
10	<input type="checkbox"/>	Darkvision 60ft
11	<input type="checkbox"/>	Greater RAGE!
12	<input type="checkbox"/>	Sixth Sense +4
13	<input type="checkbox"/>	Scent
14	<input type="checkbox"/>	Indomitable Will
15	<input type="checkbox"/>	Sixth Sense +5
16	<input type="checkbox"/>	Blindsense 30ft
17	<input type="checkbox"/>	Tireless RAGE!
18	<input type="checkbox"/>	Sixth Sense +6
19	<input type="checkbox"/>	Blindsight 30ft
20	<input type="checkbox"/>	Mighty RAGE!

SIXTH SENSE		
SIXTH SENSE	Barbarian Level	
Level		
3	<input type="text" value=""/>	= <input type="text" value=""/> ÷ 3
Bonus to initiative and AC during surprise rounds		

KEEN SENSES	
Level	
7	Low-light Vision <ul style="list-style-type: none">• Can see twice as far as normal in dim light• Can see outdoors on a moonlit night as clearly as during the day• Low-light vision is colour vision
Level	
10	Darkvision 60ft <ul style="list-style-type: none">• Can see without any light at all• Invisible objects are still invisible• Darkvision is black and white
Level	
13	Scent 30ft <ul style="list-style-type: none">• Detect enemies, determine direction as a move action• Track creatures using Survival• Range of 30ft, or 60ft downwind, 15ft upwind; strong smells double range, overpowering smells triple
Level	
16	Blindsense 30ft <ul style="list-style-type: none">• Notice things you cannot see• Needs a line of sight to the target• Targets have total concealment (50% miss chance)
Level	
19	Blindsight 30ft <ul style="list-style-type: none">• Can see through invisibility, concealment and even magical darkness• Cannot see colours, cannot read invisible writing• Does not work while deafened• Works underwater but not in a vacuum

RAGE!

RAGE! DURATION PER DAY

Barbarian Level

Misc

RAGE! TODAY

rds = 2 + CON + (× 2) +

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 = × 2

S-1R

D-1X

Cannot rage, run or charge while fatigued.

RAGE! POWERS

RAGE! POWERS KNOWN

Barbarian Level

Misc

= (÷ 2) +

(Round down)

1

2

3

4

5

6

7

8

9

10

11

12

13

14