

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 + = ÷ 3

Bonus to initiative and AC during surprise rounds

KEEN SENSES

Low-light Vision	
Level 7	<ul style="list-style-type: none">Can see twice as far as normal in dim lightCan see outdoors on a moonlit night as clearly as during the dayLow-light vision is color vision
Darkvision 60ft	
Level 10	<ul style="list-style-type: none">Can see without any light at allInvisible objects are still invisibleDarkvision is black and white
Scent 30ft	
Level 13	<ul style="list-style-type: none">Detect enemies, determine direction as a move actionTrack creatures using SurvivalRange of 30ft, or 60ft downwind, 15ft upwind; strong smells double range, overpowering smells triple
Blindsense 30ft	
Level 16	<ul style="list-style-type: none">Notice things you cannot seeNeeds a line of sight to the targetTargets have total concealment (50% miss chance)
Blindsight 30ft	
Level 19	<ul style="list-style-type: none">Can see through invisibility, concealment and even magical darknessCannot see colours, cannot read invisible writingDoes not work while deafenedWorks underwater but not in a vacuum

RAGE!

RAGE! DURATION PER DAY

Barbarian Level

Misc

RAGE! TODAY

rds = 2 + CON + (× 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 = × 2

STR 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