## TITAN MAULER! Barbarian **RAGE! DURATION** Barbarian RAGE! Misc (BARBARIAN) **TODAY** PER DAY Level = 2 + CON +× 2 BARBARIAN rds rds Barbarian STRENTH CONSTITUTION WILL ARMOR Level SCORE SCORE **SAVE CLASS** Big Game Hunter PENALTY BONUS 1 BONUS RAGE! RAGE! 2 -2 4 4 2 Jotungrip GREATER RAGE! 6 6 -2 3 3 Massive Weapons -1 MIGHTY RAGE! 8 8 -2 4 5 Evade Reach 5ft Ability Modifier = 6 Massive Weapons -2 (Total Ability Score - 10) ÷ 2 7 Damage Reduction 1/-Strength Score **Dexterity Score FATIGUED** RAGE! Penalty: -2 Penalty: -2 DURATION Duration Massive Weapons -3 9 Cannot rage, run or charge × 2 STR D-HX while fatigued. rds Damage Reduction 2/-**10** Evade Reach 10ft RAGE! POWERS Greater RAGE! 11 **RAGE!** powers Barbarian Misc **KNOWN** Level 12 Massive Weapons -4 ÷ 2 ) + (Round down) Damage Reduction 3/-13 Titanic RAGE! 1 14 Massive Weapons -5 15 Evade Reach 15ft Damage Reduction 4/-16 Tireless RAGE! 17 18 Massive Weapons -6 Damage Reduction 5/-19 4 Mighty RAGE! 20 Evade Reach 10ft BIG GAME HUNTER 5 Bonus to attack rolls and dodge bonus to AC +1 when fighting larger creatures **JOTUNGRIP** Level May wield a two-handed weapon in one hand 2 Damage is calculated as for a one-handed weapon **MASSIVE WEAPONS** ATTACK PENALTY REDUCTION Level 3 Reduce the penalty for using oversized 8 weapons, to a minimum of 0 **EVADE REACH** Level Reduced effective reach for 9 ft sq one designated attacker 5 TITANIC RAGE! Gain the benefit of Enlarge Person 10 Level Costs 2 rounds of rage per round, and become exhausted 14 rather than fatigued when rage ends. 11 12

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