

TRUE PRIMITIVE

(BARBARIAN!)

Barbarian Level

BARBARIAN

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1	<input type="checkbox"/>	{ Favored Terrains RAGE!
2	<input type="checkbox"/>	Uncanny Dodge
3	<input type="checkbox"/>	Trophy Fetish
5	<input type="checkbox"/>	Improved Uncanny Dodge
7	<input type="checkbox"/>	Damage Reduction 1/-
8	<input type="checkbox"/>	Trophy Fetish x 2
10	<input type="checkbox"/>	Damage Reduction 2/-
11	<input type="checkbox"/>	Greater RAGE!
13	<input type="checkbox"/>	{ Trophy Fetish x 3 Damage Reduction 3/-
14	<input type="checkbox"/>	Indomitable Will
16	<input type="checkbox"/>	Damage Reduction 4/-
17	<input type="checkbox"/>	Tireless RAGE!
18	<input type="checkbox"/>	Trophy Fetish x 4
19	<input type="checkbox"/>	Damage Reduction 5/-
20	<input type="checkbox"/>	Mighty RAGE!

FAVOURED TERRAINS

FAVOURED TERRAIN	Favored Terrain Bonus
	2 4 6 8
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

TROPHY FETISH

WEAPONS / HIDE ARMOUR	Morale Bonus
	+1 2 3 4
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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
<div>rds = 2 + CON + (× 2) +</div>			<div>rds</div>
	STRENGTH SCORE BONUS	CONSTITUTION SCORE BONUS	WILL SAVE BONUS
	ARMOR CLASS PENALTY		
RAGE!	4	4	2
GREATER RAGE!	6	6	3
MIGHTY RAGE!	8	8	4
Ability Modifier = (Total Ability Score - 10) ÷ 2	STR	CON	AC

FATIGUED DURATION	RAGE! Duration	Strength Score Penalty: -2	Dexterity Score Penalty: -2	
<div>rds = × 2</div>		S-1R	D-1X	Cannot rage, run or charge while fatigued.

RAGE! POWERS

RAGE! POWERS KNOWN	Barbarian Level	Misc
<div>= (÷ 2) +</div>		
		(Round down)
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		