

HURLER!

(BARBARIAN)

Barbarian
Level

BARBARIAN

Barbarian
Level

1 ☐ { Skilled Thrower
RAGE!

2 ☐ Uncanny Dodge

3 ☐ Trap Sense +1

5 ☐ Improved Uncanny Dodge

6 ☐ Trap Sense +2

7 ☐ Damage Reduction 1/—

9 ☐ Trap Sense +3

10 ☐ Damage Reduction 2/—

11 ☐ Greater RAGE!

12 ☐ Trap Sense +4

13 ☐ Damage Reduction 3/—

14 ☐ Indomitable Will

15 ☐ Trap Sense +5

16 ☐ Damage Reduction 4/—

17 ☐ Tireless RAGE!

18 ☐ Trap Sense +6

19 ☐ Damage Reduction 5/—

☐ Mighty RAGE!

SKILLED THROWER

10 ft **2 sq**

Increased range increment on
any thrown object

RAGE!

RAGE! DURATION
PER DAY

Barbarian
Level

Misc

RAGE!
TODAY

$$\boxed{\text{rds}} = 2 + \text{CON} + \left(\frac{\text{STR}}{2} \times 2 \right) + \text{MISC}$$

$$\boxed{\text{rds}}$$

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

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

STR

D-1X

Cannot rage, run or charge
while fatigued.

RAGE! POWERS

RAGE! POWERS
KNOWN

Barbarian
Level

Misc

$$\boxed{\text{Known Powers}} = \left(\frac{\text{Barbarian Level}}{2} \right) + \text{MISC}$$

(Round down)

1

2

3

4

5

6

7

8

9

10

11

12

13

14