

SUPERSTITIOUS BARBARIAN!

Barbarian Level

BARBARIAN		
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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

Barbarian Level

Level 3

+

=

÷

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 colors, 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) +

STR

SCORE BONUS

CON

SCORE BONUS

WILL

SAVE BONUS

ARMOR

CLASS PENALTY

rds

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