

ARMoured HULK! (BARBARIAN)

Barbarian
Level

BARBARIAN

Barbarian
Level

1 ☐ Indomitable Stance
RAGE!

2 ☐ Armoured Swiftness

3 ☐ Resilience of Steel +1

5 ☐ Improved Armoured Swiftness

6 ☐ Resilience of Steel +2

7 ☐ Damage Reduction 1/—

9 ☐ Resilience of Steel +3

10 ☐ Damage Reduction 2/—

11 ☐ Greater RAGE!

12 ☐ Resilience of Steel +4

13 ☐ Damage Reduction 3/—

14 ☐ Indomitable Will

15 ☐ Resilience of Steel +5

16 ☐ Damage Reduction 4/—

17 ☐ Tireless RAGE!

18 ☐ Resilience of Steel +6

19 ☐ Damage Reduction 5/—

20 ☐ Mighty RAGE!

INDOMITABLE STANCE

+1

Bonus to **CMB** and **CMD** for overrun manoeuvres;
reflex saves against trample attacks;
AC against charge attacks;
attack and damage against charging creatures

ARMoured SWIFTNESS

Level
2

5 ft 1 sq

Increased speed in medium or heavy
armour, providing this is still below
your normal move speed

ft sq

Resulting movement speed in
medium or heavy armour

Level
5

10 ft 2 sq

Increase to normal
movement speed

ft sq

Resulting normal
movement speed

ft sq

Resulting movement speed in
medium or heavy armour

RESILIENCE OF STEEL

CRITICAL HIT

Level

6

+

Bonus to **AC** that applies only to
critical hit confirmation rolls

RAGE!

RAGE! DURATION
PER DAY

Barbarian
Level

Misc

RAGE!
TODAY

rds

$$= 2 + \text{CON} + (\quad \times 2) +$$

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

$$= \quad \times 2$$

STR

D-1X

Cannot rage, run or charge
while fatigued.

RAGE! POWERS

RAGE! POWERS
KNOWN

Barbarian
Level

Misc

$$= (\quad \div 2) +$$

(Round down)

1

2

3

4

5

6

7

8

9

10

11

12

13

14