ARMOURED HULK!

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Level

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Level

5

Level 6

Barbarian Level **RAGE! DURATION** Barbarian RAGE! Misc TODAY PER DAY Level = 2 + CON +× 2 rds rds (BARBARIAN) ARMOUR STRENTH CONSTITUTION WILL **BARBARIAN SCORE** SCORE **SAVE** CLASS PENALTY BONUS BONUS Barbarian Level Indomitable Stance RAGE! 2 -2 4 4 RAGE! GREATER RAGE! 6 6 -2 3 **Armoured Swiftness** 8 **MIGHTY RAGE!** 8 -2 4 Resilience of Steel +1 Ability Modifier = (Total Ability Score - 10) ÷ 2 Improved Armoured Swiftness Strength Score **Dexterity Score** П Resilience of Steel +2 **FATIGUED** RAGE! Penalty: -2 Penalty: -2 DURATION Duration Damage Reduction 1/-Cannot rage, run or charge × 2 STR DHX while fatigued. rds Resilience of Steel +3 RAGE! **POWERS** Damage Reduction 2/-**RAGE!** powers Barbarian Misc KNOWN Level Greater RAGE! ÷ 2) + Resilience of Steel +4 (Round down) Damage Reduction 3/-П 1 Indomitable Will Resilience of Steel +5 Damage Reduction 4/-Tireless RAGE! П Resilience of Steel +6 Damage Reduction 5/-4 Mighty RAGE! INDOMITABLE STANCE 5 Bonus to CMB and CMD for overrun manoeuvres; +1 reflex saves against trample attacks; AC against charge attacks; attack and damage against charging creatures 6 ARMOURED SWIFTNESS Increased speed in medium or heavy **5** ft **1** sq armour, providing this is still below 7 your normal move speed Resulting movement speed in ft sq medium or heavy armour 8 Increase to normal **10** ft **2** sq movement speed Resulting normal ft sq 9 movement speed Resulting movement speed in ft sq medium or heavy armour **RESILIENCE OF STEEL** 10 CRITICAL HIT RESISTANCE Bonus to AC that applies only to 11 + critical hit confirmation rolls 12 13

14