

# 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**