

## BREAKER!

(BARBARIAN)

Barbarian  
Level

## BARBARIAN

Barbarian  
Level

1

☐{ Destructive  
RAGE!

2

☐

Uncanny Dodge

3

☐

Battle Scavenger +1

5

☐

Improved Uncanny Dodge

6

☐

Battle Scavenger +2

7

☐

Damage Reduction 1/—

9

☐

Battle Scavenger +3

10

☐

Damage Reduction 2/—

11

☐

Greater RAGE!

12

☐

Battle Scavenger +4

13

☐

Damage Reduction 3/—

14

☐

Indomitable Will

15

☐

Battle Scavenger +5

16

☐

Damage Reduction 4/—

17

☐

Tireless RAGE!

18

☐

Battle Scavenger +6

19

☐

Damage Reduction 5/—

20

☐

Mighty RAGE!

## DESTRUCTIVE

DAMAGE  
BONUSBarbarian  
Level

+

$$= \frac{\quad}{\quad} \div 2$$

When you hit an unattended object or make a sunder attempt

## BATTLE SCAVENGER

Level

3

No penalty for using an improvised weapon

DAMAGE  
BONUSBarbarian  
Level

+

$$= \frac{\quad}{\quad} \div 3$$

When using an improvised or broken weapon

## RAGE!

RAGE! DURATION  
PER DAYBarbarian  
Level

Misc

RAGE!  
TODAY

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

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

STRENGTH  
SCORE  
BONUSCONSTITUTION  
SCORE  
BONUSWILL  
SAVE  
BONUSARMOUR  
CLASS  
PENALTY

ЯРОСТЬ!

4

4

2

-2

БОЛЬШАЯ RAGE!

6

6

3

-2

МОГУЧАЯ ЯРОСТЬ!

8

8

4

-2

Ability Modifier =  
(Total Ability Score - 10) ÷ 2

STR

CON

AC

FATIGUED  
DURATIONRAGE!  
DurationШтраф параметра  
Силы: -2Штраф параметра  
Ловкости: -2

$$\boxed{\text{rds}} = \frac{\quad}{\quad} \times 2$$

STR

DEX

Cannot rage, run or charge  
while fatigued.

## RAGE! POWERS

RAGE! POWERS  
KNOWNBarbarian  
Level

Misc

$$\boxed{\quad} = \left( \frac{\quad}{\quad} \div 2 \right) + \quad$$

(Round down)

1

2

3

4

5

6

7

8

9

10

11

12

13

14