

# URBAN BARBARIAN!

Barbarian  
Level

## BARBARIAN

Barbarian  
Level

1 ☐ { Crowd Control  
**Controlled Rage**

2 ☐ Uncanny Dodge

3 ☐ Trap Sense +1

5 ☐ Improved Uncanny Dodge

6 ☐ Trap Sense +2

7 ☐ Damage Reduction 1/—

9 ☐ Trap Sense +3

10 ☐ Damage Reduction 2/—

11 ☐ **Greater Rage**

12 ☐ Trap Sense +4

13 ☐ Damage Reduction 3/—

14 ☐ Indomitable Will

15 ☐ Trap Sense +5

16 ☐ Damage Reduction 4/—

17 ☐ **Tireless Rage**

18 ☐ Trap Sense +6

19 ☐ Damage Reduction 5/—

20 ☐ **Mighty Rage**

## CROWD CONTROL

### CROWD BONUS

**+1**

Bonus to attack rolls and dodge bonus to AC  
when adjacent to two or more enemies

No speed penalty for moving through crowds

### INTIMIDATE BONUS

Barbarian  
Level

**+**

=  $\div 2$

When using intimidation to influence crowds

## CONTROLLED RAGE

**RAGE DURATION  
PER DAY**

Barbarian  
Level

Misc

**RAGE  
TODAY**

rds

= 2 + CON + (  $\times 2$  ) +

rds

STRENGTH  
SCORE  
BONUS

OR

DEXTERITY  
SCORE  
BONUS

OR

CONSTITUTION  
SCORE  
BONUS

**RAGE**

4

4

4

**GREATER RAGE**

6

6

6

**MIGHTY RAGE**

8

8

8

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

STR

DEX

CON

**FATIGUED  
DURATION**

**RAGE**  
Duration

Strength Score  
Penalty: -2

Dexterity Score  
Penalty: -2

rds

=  $\times 2$

S-1R

D-1X

Cannot rage, run or charge  
while fatigued.

## RAGE POWERS

**RAGE POWERS  
KNOWN**

Barbarian  
Level

Misc

= (  $\div 2$  ) +

(Round down)

1

2

3

4

5

6

7

8

9

10

11

12

13

14