

TRUE PRIMITIVE

(BARBARIAN!)

Barbarian
Level

BARBARIAN

Barbarian
Level

1 ☐ { Favoured Terrains
RAGE!

2 ☐ Uncanny Dodge

3 ☐ Trophy Fetish

5 ☐ Improved Uncanny Dodge

7 ☐ Damage Reduction 1/—

8 ☐ Trophy Fetish × 2

10 ☐ Damage Reduction 2/—

11 ☐ Greater RAGE!

13 ☐ { Trophy Fetish × 3
Damage Reduction 3/—

14 ☐ Indomitable Will

16 ☐ Damage Reduction 4/—

17 ☐ Tireless RAGE!

18 ☐ Trophy Fetish × 4

19 ☐ Damage Reduction 5/—

20 ☐ Mighty RAGE!

FAVOURED TERRAINS

☐ FAVOURED TERRAIN

Favoured Terrain Bonus

2 4 6 8

☒ ☐ ☐ ☐

☐ ☐ ☐ ☐

☐ ☐ ☐ ☐

☐ ☐ ☐ ☐

☐ ☐ ☐ ☐

TROPHY FETISH

WEAPONS / HIDE ARMOUR

Morale Bonus

+1 2 3 4

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Fetishes can be attached to a traditional true primitive weapon: Battleaxe, Blowgun, Club, Greatclub, Handaxe, Longspear, Shortspear, Sling, Spear; or to a suit of Hide Armour.

Weapons gain a morale bonus to damage.

Armour gains a bonus to saving throws.

RAGE!

RAGE! DURATION
PER DAY

Barbarian
Level

Misc

RAGE!
TODAY

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

$$\text{rds} = \text{ }$$

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

$$\text{rds} = \text{ } \times 2$$

STR

D-1X

Cannot rage, run or charge
while fatigued.

RAGE! POWERS

RAGE! POWERS
KNOWN

Barbarian
Level

Misc

$$\text{ } = (\text{ } \div 2) + \text{ }$$

(Round down)

1

2

3

4

5

6

7

8

9

10

11

12

13

14