

# HURLER!

(BARBARIAN)

Barbarian  
Level

## BARBARIAN

Barbarian  
Level

1 ☐ { Skilled Thrower  
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/—

☐ Mighty RAGE!

## SKILLED THROWER

10 ft 2 sq

Increased range increment on  
any thrown object

## RAGE!

RAGE! DURATION  
PER DAY

Barbarian  
Level

Misc

RAGE!  
TODAY

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

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

STRENGTH  
SCORE  
BONUS

CONSTITUTION  
SCORE  
BONUS

WILL  
SAVE  
BONUS

ARMOUR  
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  
DURATION

RAGE!  
Duration

Штраф параметра  
Силы: -2

Штраф параметра  
Ловкости: -2

$$\boxed{\text{rds}} = \frac{\text{RAGE! Duration}}{2} \times 2$$

S-1R

D-1X

Cannot rage, run or charge  
while fatigued.

## RAGE! POWERS

RAGE! POWERS  
KNOWN

Barbarian  
Level

Misc

$$\boxed{\text{Known Powers}} = \left( \frac{\text{Barbarian Level}}{2} \right) + \text{Misc}$$

(Round down)

1

2

3

4

5

6

7

8

9

10

11

12

13

14