

# 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

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

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

STR

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