

TITAN MAULER!

(BARBARIAN)

Barbarian
Level

BARBARIAN

Barbarian
Level

1 ☐ { Big Game Hunter
RAGE!

2 ☐ Jotungrip

3 ☐ Massive Weapons -1

5 ☐ Evade Reach 5ft

6 ☐ Massive Weapons -2

7 ☐ Damage Reduction 1/-

9 ☐ Massive Weapons -3

10 ☐ { Damage Reduction 2/-
Evade Reach 10ft

11 ☐ Greater RAGE!

12 ☐ Massive Weapons -4

13 ☐ Damage Reduction 3/-

14 ☐ Titanic RAGE!

15 ☐ { Massive Weapons -5
Evade Reach 15ft

16 ☐ Damage Reduction 4/-

17 ☐ Tireless RAGE!

18 ☐ Massive Weapons -6

19 ☐ Damage Reduction 5/-

20 ☐ { Mighty RAGE!
Evade Reach 20ft

BIG GAME HUNTER

+1

Bonus to attack rolls and dodge bonus to AC
when fighting larger creatures

JOTUNGRIIP

Level 2 May wield a two-handed weapon in one hand
Damage is calculated as for a one-handed weapon

MASSIVE WEAPONS

ATTACK PENALTY REDUCTION

Level 3 - Reduce the penalty for using oversized
weapons, to a minimum of 0

EVADE REACH

Level 5 ft sq Reduced effective reach for
one designated attacker

TITANIC RAGE!

Level 14 Gain the benefit of Enlarge Person
Costs 2 rounds of rage per round, and become exhausted
rather than fatigued when rage ends.

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