

SUPERSTITIOUS BARBARIAN!

Barbarian
Level

BARBARIAN

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Level

1 ☐ { Fast Movement
RAGE!

2 ☐ Uncanny Dodge

3 ☐ Sixth Sense +1

5 ☐ Improved Uncanny Dodge

6 ☐ Sixth Sense +2

7 ☐ Low-light Vision

9 ☐ Sixth Sense +3

10 ☐ Darkvision 60ft

11 ☐ Greater RAGE!

12 ☐ Sixth Sense +4

13 ☐ Scent

14 ☐ Indomitable Will

15 ☐ Sixth Sense +5

16 ☐ Blindsense 30ft

17 ☐ Tireless RAGE!

18 ☐ Sixth Sense +6

19 ☐ Blindsight 30ft

20 ☐ Mighty RAGE!

SIXTH SENSE

SIXTH
SENSE

Barbarian
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Level

3 + = ÷ 3

Bonus to initiative and AC during surprise rounds

KEEN SENSES

Low-light Vision

- Can see twice as far as normal in dim light
- Can see outdoors on a moonlit night as clearly as during the day
- Low-light vision is colour vision

Darkvision 60ft

- Can see without any light at all
- Invisible objects are still invisible
- Darkvision is black and white

Scent 30ft

- Detect enemies, determine direction as a move action
- Track creatures using Survival
- Range of 30ft, or 60ft downwind, 15ft upwind; strong smells double range, overpowering smells triple

Blindsense 30ft

- Notice things you cannot see
- Needs a line of sight to the target
- Targets have total concealment (50% miss chance)

Blindsight 30ft

- Can see through invisibility, concealment and even magical darkness
- Cannot see colours, cannot read invisible writing
- Does not work while deafened
- Works underwater but not in a vacuum

RAGE!

RAGE! DURATION
PER DAY

Barbarian
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Misc

RAGE!
TODAY

rds = 2 + CON + (× 2) +

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

rds = × 2

S-1R

D-1X

Cannot rage, run or charge while fatigued.

RAGE! POWERS

RAGE! POWERS
KNOWN

Barbarian
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Misc

= (÷ 2) +

(Round down)

1

2

3

4

5

6

7

8

9

10

11

12

13

14