

INVULNERABLE
RAGER!
(BARBARIAN)

Barbarian
Level

BARBARIAN		
Barbarian Level		
1	<input type="checkbox"/>	Fast Movement RAGE!
2	<input type="checkbox"/>	Invulnerability
3	<input type="checkbox"/>	Extreme Endurance
11	<input type="checkbox"/>	Greater RAGE!
14	<input type="checkbox"/>	Indomitable Will
17	<input type="checkbox"/>	Tireless RAGE!
20	<input type="checkbox"/>	Mighty RAGE!

INVULNERABILITY		
DAMAGE REDUCTION	Barbarian Level	
Level 2	<input type="text"/>	<input type="text"/> ÷ 2
Double this against non-lethal damage		

EXTREME ENDURANCE		
<input type="checkbox"/> Hot	<input type="checkbox"/> Cold	
Inured to hot and cold climates as if by Endure Elements		
Level 3	ENERGY RESISTANCE	Barbarian Level
	<input type="text"/>	<input type="text"/> ÷ 3
Fire and cold resistance		

RAGE!				
RAGE! DURATION PER DAY	Barbarian Level	Misc	RAGE! TODAY	
<input type="text"/> rds	$= 2 + \text{CON} + (\text{ } \times 2) +$		<input type="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	
<input type="text"/> rds	$= \text{ } \times 2$	S-1R	D-1X	Cannot rage, run or charge while fatigued.

RAGE! POWERS	
RAGE! POWERS KNOWN	Barbarian Level
<input type="text"/>	$= (\text{ } \div 2) +$
(Round down)	
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	