

BARBARIAN!
UNCHAINED

Barbaar
Level

BARBAAR		
Barbaar Level		
1	<input type="checkbox"/>	<div>Fast Movement RAGE!</div>
2	<input type="checkbox"/>	Uncanny Dodge
3	<input type="checkbox"/>	Danger Sense +1
5	<input type="checkbox"/>	Improved Uncanny Dodge
6	<input type="checkbox"/>	Danger Sense +2
7	<input type="checkbox"/>	Damage Reduction 1/–
9	<input type="checkbox"/>	Danger Sense +3
10	<input type="checkbox"/>	Damage Reduction 2/–
11	<input type="checkbox"/>	Greater RAGE!
12	<input type="checkbox"/>	Danger Sense +4
13	<input type="checkbox"/>	Damage Reduction 3/–
14	<input type="checkbox"/>	Indomitable Will
15	<input type="checkbox"/>	Danger Sense +5
16	<input type="checkbox"/>	Damage Reduction 4/–
17	<input type="checkbox"/>	Tireless RAGE!
18	<input type="checkbox"/>	Danger Sense +6
19	<input type="checkbox"/>	Damage Reduction 5/–
20	<input type="checkbox"/>	Mighty RAGE!

RAGE!

RAGE! DURATION PER DAY	Barbaar Level	Misc	RAGE! TODAY	
<div>rds</div>	<div>= 2 + CON + (× 2) +</div>		<div>rds</div>	
ATTACK BONUS	DAMAGE BONUS	WILL SAVE BONUS	ARMOUR CLASS PENALTY	
RAGE!	2	2	2	-2
GREATER RAGE!	3	3	3	-2
MIGHTY RAGE!	4	4	4	-2
Ability Modifier = (Total Ability Score - 10) ÷ 2	STR	CON	PK	

FATIGUED DURATION	Strength Score Penalty: -2	Dexterity Score Penalty: -2	
10 rds	S-1R	D-1X	Cannot rage, run or charge while fatigued.

RAGE! POWERS

RAGE! POWERS KNOWN	Barbaar Level	Misc
<div></div>	<div>= (÷ 2) +</div>	
1		
2		
3		
4		
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11		
12		
13		
14		

(Naar beneden afgerond)