

HURLER!

(BARBARIAN)

Barbaar
Level

BARBAAR

Barbaar Level		
1	<input type="checkbox"/>	{ Skilled Thrower RAGE!
2	<input type="checkbox"/>	Uncanny Dodge
3	<input type="checkbox"/>	Trap Sense +1
5	<input type="checkbox"/>	Improved Uncanny Dodge
6	<input type="checkbox"/>	Trap Sense +2
7	<input type="checkbox"/>	Damage Reduction 1/—
9	<input type="checkbox"/>	Trap Sense +3
10	<input type="checkbox"/>	Damage Reduction 2/—
11	<input type="checkbox"/>	Greater RAGE!
12	<input type="checkbox"/>	Trap Sense +4
13	<input type="checkbox"/>	Damage Reduction 3/—
14	<input type="checkbox"/>	Indomitable Will
15	<input type="checkbox"/>	Trap Sense +5
16	<input type="checkbox"/>	Damage Reduction 4/—
17	<input type="checkbox"/>	Tireless RAGE!
18	<input type="checkbox"/>	Trap Sense +6
19	<input type="checkbox"/>	Damage Reduction 5/—
	<input type="checkbox"/>	Mighty RAGE!

SKILLED THROWER

10 ft 2 sq

Increased range increment on
any thrown object

RAGE!

RAGE! DURATION
PER DAY

Barbaar
Level

Misc

RAGE!
TODAY

$$\boxed{\text{rds}} = 2 + \text{CON} + \left(\boxed{} \times 2 \right) + \boxed{}$$

$$\boxed{} \text{ rds}$$

KRACHT
SCORE
BONUS

CONSTITUTIE
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

PK

FATIGUED
DURATION

RAGE!
Duration

Strength Score
Penalty: -2

Dexterity Score
Penalty: -2

$$\boxed{\text{rds}} = \boxed{} \times 2$$

STR

D-1X

Cannot rage, run or charge
while fatigued.

RAGE! POWERS

RAGE! POWERS
KNOWN

Barbaar
Level

Misc

$$\boxed{} = \left(\boxed{} \div 2 \right) + \boxed{}$$

(Naar beneden afgerond)

1

2

3

4

5

6

7

8

9

10

11

12

13

14