

BREAKER!

(BARBARIAN)

Barbaar
Level

BARBAAR

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

DESTRUCTIVE

DAMAGE
BONUS

Barbaar
Level

$$+ \boxed{} = \div 2$$

When you hit an unattended object or make a sunder attempt

BATTLE SCAVENGER

Level

3

No penalty for using an improvised weapon

DAMAGE
BONUS

Barbaar
Level

$$+ \boxed{} = \div 3$$

When using an improvised or broken weapon

RAGE!

RAGE! DURATION
PER DAY

Barbaar
Level

Misc

RAGE!
TODAY

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

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

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

S-1R

D-1X

Cannot rage, run or charge while fatigued.

RAGE! POWERS

RAGE! POWERS
KNOWN

Barbaar
Level

Misc

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

(Naar beneden afgerond)

1

2

3

4

5

6

7

8

9

10

11

12

13

14