

# TRUE PRIMITIVE

(BARBARIAN!)

Barbaar  
Level

## BARBAAR

Barbaar Level		
1	<input type="checkbox"/>	{ Favoured Terrains RAGE!
2	<input type="checkbox"/>	Uncanny Dodge
3	<input type="checkbox"/>	Trophy Fetish
5	<input type="checkbox"/>	Improved Uncanny Dodge
7	<input type="checkbox"/>	Damage Reduction 1/-
8	<input type="checkbox"/>	Trophy Fetish x 2
10	<input type="checkbox"/>	Damage Reduction 2/-
11	<input type="checkbox"/>	Greater RAGE!
13	<input type="checkbox"/>	{ Trophy Fetish x 3 Damage Reduction 3/-
14	<input type="checkbox"/>	Indomitable Will
16	<input type="checkbox"/>	Damage Reduction 4/-
17	<input type="checkbox"/>	Tireless RAGE!
18	<input type="checkbox"/>	Trophy Fetish x 4
19	<input type="checkbox"/>	Damage Reduction 5/-
20	<input type="checkbox"/>	Mighty RAGE!

## FAVOURED TERRAINS

FAVOURED TERRAIN	Favoured Terrain Bonus
	2 4 6 8
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## TROPHY FETISH

WEAPONS / HIDE ARMOUR	Morale Bonus
	+1 2 3 4
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Fetishes can be attached to a traditional true primitive weapon: Battleaxe, Blowgun, Club, Greatclub, Handaxe, Longspear, Shortspear, Sling, Spear; or to a suit of Hide Armour.

Weapons gain a morale bonus to damage.

Armour gains a bonus to saving throws.

## RAGE!

RAGE! DURATION  
PER DAY

Barbaar  
Level

Misc

RAGE!  
TODAY

<div>rds</div>	= 2 + CON + ( <div> × 2 </div> ) + <div></div>	<div>rds</div>		
	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

=

S-1R

D-1X

Cannot rage, run or charge while fatigued.

## RAGE! POWERS

RAGE! POWERS  
KNOWN

Barbaar  
Level

Misc

= (  ) +

(Naar beneden afgerond)

1

2

3

4

5

6

7

8

9

10

11

12

13

14