

SCARRED RAGER! (BARBARIAN)

Barbaar
Level

BARBAAR

Barbaar Level		
1	<input type="checkbox"/>	{ Terrifying Visage RAGE!
2	<input type="checkbox"/>	Tolerance
3	<input type="checkbox"/>	Scarification +1
5	<input type="checkbox"/>	Improved Tolerance
6	<input type="checkbox"/>	Scarification +2
7	<input type="checkbox"/>	Damage Reduction 1/-
9	<input type="checkbox"/>	Scarification +3
10	<input type="checkbox"/>	Damage Reduction 2/-
11	<input type="checkbox"/>	Greater RAGE!
12	<input type="checkbox"/>	Scarification +4
13	<input type="checkbox"/>	Damage Reduction 3/-
14	<input type="checkbox"/>	Indomitable Will
15	<input type="checkbox"/>	Scarification +5
16	<input type="checkbox"/>	Damage Reduction 4/-
17	<input type="checkbox"/>	Tireless RAGE!
18	<input type="checkbox"/>	Scarification +6
19	<input type="checkbox"/>	Damage Reduction 5/-
20	<input type="checkbox"/>	Mighty RAGE!

TERRIFYING VISAGE

INTIMIDATE
BONUS

Barbaar
Level

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

Against humanoid who are not members of barbarian tribes
When dealing with barbarians, add this bonus to Diplomacy instead

DC BONUS

+1

Added to the DC of any
fear effects you create

TOLERANCE

Level 2 If you fail a save against becoming nauseated, sickened, fatigued or exhausted, make a second save to negate the effect at the start of your next turn

Level 5 If you fail a save against becoming dazed, frightened, shaken or stunned, make a second save to negate the effect at the start of your next turn

SCARIFICATION

BLEED DAMAGE RESISTANCE

Level

3

- Subtracted from the bleed damage you take each round

RAGE!

RAGE! DURATION
PER DAY

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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

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11

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14