CLIPEDSTITIOUS Nivel de FURIA!

| | | | ARIAN! | iFURIA!DURA AL DÍA | ACIÓN | Nivel de Bárbaro | Misc | | FURIA! HOY |
|----------------------------|-----------------|-----------------|--|-----------------------|---|--------------------------|-------------------------------|----------------------|--|
| K | ,, (1 | | BÁRBARO | turno | 5 2 + CON + (| × 2 |) + | | turros |
| Nivel Bárba 1 | aro | · { | Movimiento Rápido ¡FURIA! | | | PUNT. FUERZA BONUS | PUNT CONSTITUCIÓN BONUS | SALV VOL BONUS | PENALIZACIÓN CLASE ARMADURA |
| 2 | 2 [|] | Esquiva Asombrosa | | ¡FURIA! | 4 | 4 | 2 | -2 |
| 3 | ; |] | Sexto Sentido +1 | | FURIA MAYOR! | 6 | 6 | 3 | -2 |
| 5 | ; [|] | Esquiva Asombrosa Mejorada | įFU! | RIA PODEROSA! | 8 | 8 | 4 | -2 |
| 6 | , |] | Sexto Sentido +2 | Mod de Caracterí | ística = tal de Característica - 10) | . FUE | CON | | CA |
| 7 | , _ |] | Visión en la penumbra | 1 | , | Tirada Fuerza | Penaliz. Punt. | | '' |
| 9 |) [|] | Sexto Sentido +3 | DURACIÓN FATIGADO | FURIA! Duración | Penalización: -: | | No oo nuada | antror on fivia correr o |
| 10 |) [|] | Darkvision 60ft | turno | īs × 2 | FUE | DIS | mientras es | e entrar en furia, correr o c tés fatigado. |
| 11 | 1 [|] | Furia Mayor | × | | PODERESE | URIA! | | * |
| 12 | 2 [|] | Sexto Sentido +4 | PODERESCON FURIA! | N OCIDOS ivel de Bárbaro | Misc | | | |
| 13 | 3 🗆 |] | Scent | | = (÷ 2 |) + | | | (D. dd |
| 14 | 4 [|] | Voluntad Indomable | | * | | | | (Redondear abajo) |
| 15 | 5 🗆 |] | Sexto Sentido +5 | 1 | | | | | |
| 16 | 6 \Box |] | Sentido Ciego 30' | | | | | | |
| 17 | 7 🗆 |] | FURIA! Incansable | 2 | | | | | |
| 18 | 3 |] | Sexto Sentido +6 | | | | | | |
| 19 | 9 🗆 |] | Blindsight 30ft | 3 | | | | | |
| 20 | 0 [|] | Furia Poderosa |] | | | | | |
| | | | SIXTH SENSE | 4 | | | | | |
| | SIXT | | Nivel de Bárbaro | | | | | | |
| Nivel 3 | + | | = ÷3 | 5 | | | | | |
| | Bonu | s to i | initiative and CA during surprise rounds | | | | | | |
| Ĭ. | | | ENTIDOS AGUZADOS | 6 | | | | | |
| Nivel | • Pue • Pue | de ve de ve | la penumbra er el doble de lejos que en luz ténue er en el exterior con luna como si fuera de día n la penumbra permite ver colores | 7 | | | | | |
| | Darky | ision | n 60ft | | | | | | |
| Nivel 10 | • Car • Invi | see isible | without any light at all e objects are still invisible ion is black and white | 8 | | | | | |
| Nivel | • Tra | ect e ck cr | t enemies, determine direction as a move action reatures using Survival of 30ft, or 60ft downwind, 15ft upwind; | 9 | | | | | |
| | str | ong | smells double range, overpowering smells triple | _ | | | | | |
| Nivel 16 | • Not | ice tl eds a | e 30ft hings you cannot see I line of sight to the target have total concealment (50% miss chance) | 10 | | | | | |
| Nivel | Blind: • Car | sight see | <u> </u> | 11 | | | | | |
| 19 | • Car • Doe | nnot s es no | see colours, cannot read invisible writing ot work while deafened inderwater but not in a vacuum | 12 | | | | | |
| | | | | 13 | | | | | |
| | | | | 1/ | | - | | | |
| | | | | 14. | | | | | |