

DRUNKEN BRUTE

Barbaar
Level

(BARBARIAN)

BARBAAR

Barbaar
Level

1

☐

Raging Drunk
RAGE!

2

☐

Uncanny Dodge

3

☐

Trap Sense +1

5

☐

Improved Uncanny Dodge

6

☐

Trap Sense +2

7

☐

Damage Reduction 1/–

9

☐

Trap Sense +3

10

☐

Damage Reduction 2/–

11

☐

Greater RAGE!

12

☐

Trap Sense +4

13

☐

Damage Reduction 3/–

14

☐

Indomitable Will

15

☐

Trap Sense +5

16

☐

Damage Reduction 4/–

17

☐

Tireless RAGE!

18

☐

Trap Sense +6

19

☐

Damage Reduction 5/–

20

☐

Mighty RAGE!

RAGING DRUNK

While **RAGING**, consume a potion or alcoholic drink as a move action (that does not provoke an attack of opportunity). Potions have their normal effect.

Alcoholic drinks allow you to maintain **RAGE** for this round without counting against your rounds per day.

NAUSEATED
DURATION

rds

Each alcoholic drink consumed results in 1 round of nausea after the end of your **RAGE**, in addition to the normal fatigue.

RAGE!

RAGE!
DURATION
PER DAY

Barbaar
Level

Misc

RAGE!
TODAY

rds

= 2 + CON + (× 2) +

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

rds

= × 2

S-1R

D-1X

Cannot rage, run or charge while fatigued.

RAGE! POWERS

RAGE! POWERS
KNOWN

Barbaar
Level

Misc

= (÷ 2) +

(Naar beneden afgerond)

1

2

3

4

5

6

7

8

9

10

11

12

13

14