

SUPERSTITIOUS BARBARIAN!

Barbare Niveau

BARBARE

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1	<input type="checkbox"/>	Mouvement rapide RAGE!
2	<input type="checkbox"/>	Esquive instinctive
3	<input type="checkbox"/>	Sixth Sense +1
5	<input type="checkbox"/>	Esquive instinctive supérieure
6	<input type="checkbox"/>	Sixth Sense +2
7	<input type="checkbox"/>	Low-light Vision
9	<input type="checkbox"/>	Sixth Sense +3
10	<input type="checkbox"/>	Vision dans le noir a 18m
11	<input type="checkbox"/>	RAGE ! de grand Berserker
12	<input type="checkbox"/>	Sixth Sense +4
13	<input type="checkbox"/>	Scent
14	<input type="checkbox"/>	Volonté Indomptable
15	<input type="checkbox"/>	Sixth Sense +5
16	<input type="checkbox"/>	Blindsense 30ft
17	<input type="checkbox"/>	Sans Fatigue RAGE!
18	<input type="checkbox"/>	Sixth Sense +6
19	<input type="checkbox"/>	Blindsight 30ft
20	<input type="checkbox"/>	RAGE ! de Maître Berserker

SIXTH SENSE

SIXTH SENSE	Barbare Niveau
Niveau 3	$+ \boxed{} = \div 3$
Bonus to initiative and AC during surprise rounds	

Sens acérés

Niveau 7	Low-light Vision <ul style="list-style-type: none"> Can see twice as far as normal in dim light Can see outdoors on a moonlit night as clearly as during the day Low-light vision is colour vision
Niveau 10	Darkvision 60ft <ul style="list-style-type: none"> Can see without any light at all Invisible objects are still invisible Darkvision is black and white
Niveau 13	Scent 30ft <ul style="list-style-type: none"> Detect enemies, determine direction as a move action Track creatures using Survival Range of 30ft, or 60ft downwind, 15ft upwind; strong smells double range, overpowering smells triple
Niveau 16	Blindsense 30ft <ul style="list-style-type: none"> Notice things you cannot see Needs a line of sight to the target Targets have total concealment (50% miss chance)
Niveau 19	Blindsight 30ft <ul style="list-style-type: none"> Can see through invisibility, concealment and even magical darkness Cannot see colours, cannot read invisible writing Does not work while deafened Works underwater but not in a vacuum

RAGE!

RAGE ! DUREE PAR JOUR

Barbare Niveau

Divers

RAGE ! AUJOURD'HUI

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

FORCE SCORE BONUS

SCORE de CONSTITUTIONS BONUS

VOLONTE SAUVEGARDE BONUS

CLASSE D'ARMURE PENALITE

RAGE!	4	4	2	-2
SUPERIEURE RAGE!	6	6	3	-2
MAITRE RAGE!	8	8	4	-2

Modificateur de Caractéristique = (Score Total de la Caractéristique - 10) ÷ 2

FOR

CON

CA

FATIGUE DUREE

RAGE ! DUREE

Score de Force Pénalité: -2

Score de dextérité Pénalité: -2

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

F-1R

D-1X

Ne peut pas entrer en rage, courir ou char lorsqu'il est fatigué

POUVOIRS DERAGE !

POUVOIRS DERAGE BARBARE CONNUS

Divers

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

(arrondi à l'inférieur)

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