

URBAN  
BARBARIAN!

Barbaar  
Level

| BARBAAR       |                          |   |
|---------------|--------------------------|---|
| Barbaar Level |                          |   |
| 1             | <input type="checkbox"/> | <div>Crowd Control</div> <b>Controlled Rage</b> |
| 2             | <input type="checkbox"/> | Uncanny Dodge                                   |
| 3             | <input type="checkbox"/> | Trap Sense +1                                   |
| 5             | <input type="checkbox"/> | Improved Uncanny Dodge                          |
| 6             | <input type="checkbox"/> | Trap Sense +2                                   |
| 7             | <input type="checkbox"/> | Damage Reduction 1/–                            |
| 9             | <input type="checkbox"/> | Trap Sense +3                                   |
| 10            | <input type="checkbox"/> | Damage Reduction 2/–                            |
| 11            | <input type="checkbox"/> | <b>Greater Rage</b>                             |
| 12            | <input type="checkbox"/> | Trap Sense +4                                   |
| 13            | <input type="checkbox"/> | Damage Reduction 3/–                            |
| 14            | <input type="checkbox"/> | Indomitable Will                                |
| 15            | <input type="checkbox"/> | Trap Sense +5                                   |
| 16            | <input type="checkbox"/> | Damage Reduction 4/–                            |
| 17            | <input type="checkbox"/> | <b>Tireless Rage</b>                            |
| 18            | <input type="checkbox"/> | Trap Sense +6                                   |
| 19            | <input type="checkbox"/> | Damage Reduction 5/–                            |
| 20            | <input type="checkbox"/> | <b>Mighty Rage</b>                              |

CROWD CONTROL

CROWD BONUS

+1

Bonus to attack rolls and dodge bonus to AC when adjacent to two or more enemies

No speed penalty for moving through crowds

INTIMIDATE BONUS

Barbaar Level

+

=

÷ 2

When using intimidation to influence crowds

CONTROLLED RAGE

RAGE DURATION PER DAY

Barbaar Level

Misc

RAGE TODAY

rds

= 2 + CON + ( × 2 ) +

rds

KRACHT SCORE BONUS

OR

DEXTERITY SCORE BONUS

OR

CONSTITUTIE SCORE BONUS

|              |   |   |   |
|--------------|---|---|---|
| RAGE         | 4 | 4 | 4 |
| GREATER RAGE | 6 | 6 | 6 |
| MIGHTY RAGE  | 8 | 8 | 8 |

Ability Modifier = (Total Ability Score - 10) ÷ 2

STR

DEX

CON

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 |  |  |