WILD RAGER!

(BARBARIAN)

Barbaar Level

BARBAAR

Barbaar Level		
1	☐	Fast Movement RAGE!
2	☐	Wild Fighting
3	☐	Trap Sense +1
5	☐	Rage Conversion
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!

UNCONTROLLED RAGE!

WILL SAVE DC = 10 + Barbaar Level + CON

CONFUSION

Round 0: Attack the nearest creature

Round 1+ (d100):

01-25	Act normally
26-50	Babble incoherently
51-75	Hurt yourself with item in hand Damage = **1d8 + STR**
76-100	Attack nearest creature

At the end of the turn attempt a new saving throw

Rounds of confusion do not count against your rounds of RAGE! per day

WILD FIGHTING

Level 2: Allows you to make an extra attack at your full bonus, but take a -2 penalty to attack rolls and -4 to **AC** until your next turn

RAGE! CONVERSION

Level 5: If you fail a will save against a mind-affecting effect, at the start of your next turn you can try again. If you succeed, you RAGE and are CONFUSED.

RAGE!

RAGE! DURATION PER DAY = 2 + CON + (Barbaar Level × 2) + Misc

RAGE! TODAY 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 rds = RAGE! Duration × 2

Strength Score Penalty: **-2** — -1 STR

Dexterity Score Penalty: **-2** — -1 DEX

Cannot rage, run or charge while fatigued.

RAGE! POWERS

RAGE! POWERS KNOWN = (Barbaar Level ÷ 2) + Misc

(Naar beneden afgerond)

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