

URBAN BARBARIAN!

Barbaar
Level

BARBAAR

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Level

1 ☐ { Crowd Control
Controlled 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**

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

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+

= $\div 2$

When using intimidation to influence crowds

CONTROLLED RAGE

RAGE DURATION PER DAY

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Misc

RAGE TODAY

rds

= 2 + CON + ($\times 2$) +

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

= $\times 2$

S-1R

D-1X

Cannot rage, run or charge while fatigued.

RAGE POWERS

RAGE POWERS KNOWN

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Misc

= ($\div 2$) +

(Naar beneden afgerond)

1

2

3

4

5

6

7

8

9

10

11

12

13

14