

ARMOURED HULK! (BARBARIAN)

Barbaar
Level

BARBAAR

Barbaar Level		
1	<input type="checkbox"/>	Indomitable Stance RAGE!
2	<input type="checkbox"/>	Armoured Swiftness
3	<input type="checkbox"/>	Resilience of Steel +1
5	<input type="checkbox"/>	Improved Armoured Swiftness
6	<input type="checkbox"/>	Resilience of Steel +2
7	<input type="checkbox"/>	Damage Reduction 1/-
9	<input type="checkbox"/>	Resilience of Steel +3
10	<input type="checkbox"/>	Damage Reduction 2/-
11	<input type="checkbox"/>	Greater RAGE!
12	<input type="checkbox"/>	Resilience of Steel +4
13	<input type="checkbox"/>	Damage Reduction 3/-
14	<input type="checkbox"/>	Indomitable Will
15	<input type="checkbox"/>	Resilience of Steel +5
16	<input type="checkbox"/>	Damage Reduction 4/-
17	<input type="checkbox"/>	Tireless RAGE!
18	<input type="checkbox"/>	Resilience of Steel +6
19	<input type="checkbox"/>	Damage Reduction 5/-
20	<input type="checkbox"/>	Mighty RAGE!

INDOMITABLE STANCE

+1

Bonus to CMB and CMD for overrun manoeuvres;
reflex saves against trample attacks;
AC against charge attacks;
attack and damage against charging creatures

ARMOURED SWIFTNESS

Level 2	5 ft 1 sq	Increased speed in medium or heavy armour, providing this is still below your normal move speed
	ft sq	Resulting movement speed in medium or heavy armour
Level 5	10 ft 2 sq	Increase to normal movement speed
	ft sq	Resulting normal movement speed
	ft sq	Resulting movement speed in medium or heavy armour

RESILIENCE OF STEEL

CRITICAL HIT

Level RESISTANCE

6

+

Bonus to AC that applies only to critical hit confirmation rolls

RAGE!

RAGE! DURATION
PER DAY

Barbaar
Level

Misc

RAGE!
TODAY

$$\boxed{\text{rds}} = 2 + \text{CON} + \left(\frac{\text{Barbaar Level}}{2} \times 2 \right) + \text{Misc}$$

$$\boxed{\text{rds}}$$

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

RAGE!
Duration

Strength Score
Penalty: -2

Dexterity Score
Penalty: -2

$$\boxed{\text{rds}} = \frac{\text{RAGE! Duration}}{2} \times 2$$

S-1R

D-1X

Cannot rage, run or charge while fatigued.

RAGE! POWERS

RAGE! POWERS
KNOWN

Barbaar
Level

Misc

$$\boxed{\text{Known Powers}} = \left(\frac{\text{Barbaar Level}}{2} \div 2 \right) + \text{Misc}$$

(Naar beneden afgerond)

1

2

3

4

5

6

7

8

9

10

11

12

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14