

TRUE PRIMITIVE
(BARBARIAN!)

Barbaar
Level

BARBAAR

Barbaar Level		
1	<input type="checkbox"/>	{ Favoured Terrains RAGE!
2	<input type="checkbox"/>	Uncanny Dodge
3	<input type="checkbox"/>	Trophy Fetish
5	<input type="checkbox"/>	Improved Uncanny Dodge
7	<input type="checkbox"/>	Damage Reduction 1/–
8	<input type="checkbox"/>	Trophy Fetish × 2
10	<input type="checkbox"/>	Damage Reduction 2/–
11	<input type="checkbox"/>	Greater RAGE!
13	<input type="checkbox"/>	{ Trophy Fetish × 3 Damage Reduction 3/–
14	<input type="checkbox"/>	Indomitable Will
16	<input type="checkbox"/>	Damage Reduction 4/–
17	<input type="checkbox"/>	Tireless RAGE!
18	<input type="checkbox"/>	Trophy Fetish × 4
19	<input type="checkbox"/>	Damage Reduction 5/–
20	<input type="checkbox"/>	Mighty RAGE!

FAVOURED TERRAINS

FAVOURED TERRAIN

Favoured Terrain Bonus

	2	4	6	8
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

TROPHY FETISH

WEAPONS / HIDE ARMOUR

Morale Bonus

	+1	2	3	4
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Fetishes can be attached to a traditional true primitive weapon: Battleaxe, Blowgun, Club, Greatclub, Handaxe, Longspear, Shortspear, Sling, Spear; or to a suit of Hide Armour.

Weapons gain a morale bonus to damage.

Armour gains a bonus to saving throws.

RAGE!

RAGE! DURATION
PER DAY

Barbaar
Level

Misc

RAGE!
TODAY

rds = 2 + CON + (× 2) + 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

rds = × 2

S-1R

D-1X

Cannot rage, run or charge while fatigued.

RAGE! POWERS

RAGE! POWERS
KNOWN

Barbaar
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Misc

= (÷ 2) +

(Naar beneden afgerond)

1		
2		
3		
4		
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