

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

Barbaar
Level

= 10 + + CON

Round
0

Attack the nearest creature

CONFUSION

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

Barbaar
Level

Misc

RAGE!
TODAY

rds = 2 + CON + (x 2) +

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 = x 2

STR

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