

BRUTAL PUGILIST (BARBARIAN)

Barbaar Level

BARBAAR

Barbaar Level		
1	<input type="checkbox"/>	Fast Movement RAGE!
2	<input type="checkbox"/>	Savage Grapple
3	<input type="checkbox"/>	Pit Fighter x1
5	<input type="checkbox"/>	Improved Savage Grapple
6	<input type="checkbox"/>	Pit Fighter x2
7	<input type="checkbox"/>	Damage Reduction 1/-
9	<input type="checkbox"/>	Pit Fighter x3
10	<input type="checkbox"/>	Damage Reduction 2/-
11	<input type="checkbox"/>	Greater RAGE!
12	<input type="checkbox"/>	Pit Fighter x4
13	<input type="checkbox"/>	Damage Reduction 3/-
14	<input type="checkbox"/>	Indomitable Will
15	<input type="checkbox"/>	Pit Fighter x5
16	<input type="checkbox"/>	Damage Reduction 4/-
17	<input type="checkbox"/>	Tireless RAGE!
18	<input type="checkbox"/>	Pit Fighter x6
19	<input type="checkbox"/>	Damage Reduction 5/-
20	<input type="checkbox"/>	Mighty RAGE!

SAVAGE GRAPPLE

Level 2 Make attacks of opportunity against creatures attempting a grapple, even if they have the Improved Grapple feat.
If this attack of opportunity hits, gain a +2 circumstance bonus to your CMD to avoid the grapple.
Take only half the normal penalties when grappled.

Level 5 Take no penalties when grappled.
Treated as one size larger when determining CMB and CMD for grappling or being grappled.

PIT FIGHTER

COMBAT MANOEUVRES

Level
3
6
9
12
15
18

INSIGHT BONUS

+1

Bonus to CMB and CMD for your chosen combat manoeuvres

+2

When wearing no armour (shields are allowed)

This bonus can be applied to each manoeuvre only twice, once to CMB and once to CMD.

RAGE!

RAGE! DURATION PER DAY

Barbaar Level

Misc

RAGE! TODAY

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

	KRACHT SCORE BONUS	CONSTITUTIE SCORE BONUS	WILL SAVE BONUS	ARMOUR CLASS PENALTY
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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

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

Cannot rage, run or charge while fatigued.

RAGE! POWERS

RAGE! POWERS KNOWN

Barbaar Level

Misc

$$\text{RAGE! POWERS KNOWN} = \left(\frac{\text{Barbaar Level}}{2} \div 2 \right) + \text{Misc}$$

(Naar beneden afgerond)

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