

DRUNKEN BRUTE

Barbaar  
Level

(BARBARIAN)

BARBAAR

Barbaar Level		
1	<input type="checkbox"/>	<div>Raging Drunk RAGE!</div>
2	<input type="checkbox"/>	Uncanny Dodge
3	<input type="checkbox"/>	Trap Sense +1
5	<input type="checkbox"/>	Improved Uncanny Dodge
6	<input type="checkbox"/>	Trap Sense +2
7	<input type="checkbox"/>	Damage Reduction 1/–
9	<input type="checkbox"/>	Trap Sense +3
10	<input type="checkbox"/>	Damage Reduction 2/–
11	<input type="checkbox"/>	Greater RAGE!
12	<input type="checkbox"/>	Trap Sense +4
13	<input type="checkbox"/>	Damage Reduction 3/–
14	<input type="checkbox"/>	Indomitable Will
15	<input type="checkbox"/>	Trap Sense +5
16	<input type="checkbox"/>	Damage Reduction 4/–
17	<input type="checkbox"/>	Tireless RAGE!
18	<input type="checkbox"/>	Trap Sense +6
19	<input type="checkbox"/>	Damage Reduction 5/–
20	<input type="checkbox"/>	Mighty RAGE!

RAGING DRUNK

While **RAGING**, consume a potion or alcoholic drink as a move action (that does not provoke an attack of opportunity). Potions have their normal effect.

Alcoholic drinks allow you to maintain **RAGE** for this round without counting against your rounds per day.

NAUSEATED DURATION

rds

Each alcoholic drink consumed results in 1 round of nausea after the end of your **RAGE**, in addition to the normal fatigue.

RAGE!

RAGE! DURATION PER DAY

Barbaar Level

Misc

RAGE! TODAY

rds

= 2 + **CON** + ( 

× 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

= 

× 2

S-1R

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

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11

12

13

14