

# 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 + (  × 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  
Level

Misc

= (  ÷ 2 ) +

(Naar beneden afgerond)

1

2

3

4

5

6

7

8

9

10

11

12

13

14