

SUPERSTITIOUS BARBARIAN!

Barbare Niveau

BARBARE

Barbare Niveau		
1	<input type="checkbox"/>	Mouvement rapide RAGE!
2	<input type="checkbox"/>	Esquive instinctive
3	<input type="checkbox"/>	Sixth Sense +1
5	<input type="checkbox"/>	Esquive instinctive supérieure
6	<input type="checkbox"/>	Sixth Sense +2
7	<input type="checkbox"/>	Low-light Vision
9	<input type="checkbox"/>	Sixth Sense +3
10	<input type="checkbox"/>	Darkvision 60ft
11	<input type="checkbox"/>	Greater RAGE!
12	<input type="checkbox"/>	Sixth Sense +4
13	<input type="checkbox"/>	Scent
14	<input type="checkbox"/>	Indomitable Will
15	<input type="checkbox"/>	Sixth Sense +5
16	<input type="checkbox"/>	Blindsense 30ft
17	<input type="checkbox"/>	Tireless RAGE!
18	<input type="checkbox"/>	Sixth Sense +6
19	<input type="checkbox"/>	Blindsight 30ft
20	<input type="checkbox"/>	Mighty RAGE!

SIXTH SENSE

SIXTH SENSE	Barbare Niveau
Niveau 3	$\boxed{+} = \boxed{} \div 3$
Bonus to initiative and AC during surprise rounds	

KEEN SENSES

Low-light Vision	
Niveau 7	<ul style="list-style-type: none">• Can see twice as far as normal in dim light• Can see outdoors on a moonlit night as clearly as during the day• Low-light vision is colour vision
Darkvision 60ft	
Niveau 10	<ul style="list-style-type: none">• Can see without any light at all• Invisible objects are still invisible• Darkvision is black and white
Scent 30ft	
Niveau 13	<ul style="list-style-type: none">• Detect enemies, determine direction as a move action• Track creatures using Survival• Range of 30ft, or 60ft downwind, 15ft upwind; strong smells double range, overpowering smells triple
Blindsense 30ft	
Niveau 16	<ul style="list-style-type: none">• Notice things you cannot see• Needs a line of sight to the target• Targets have total concealment (50% miss chance)
Blindsight 30ft	
Niveau 19	<ul style="list-style-type: none">• Can see through invisibility, concealment and even magical darkness• Cannot see colours, cannot read invisible writing• Does not work while deafened• Works underwater but not in a vacuum

RAGE!

RAGE !DUREE PER DAY

Barbare Niveau

Divers

RAGE ! AUJOURD'HUI

$\boxed{\text{trs}} = 2 + \text{CON} + (\times 2) + $	STRENGTH SCORE BONUS	CONSTITUTION 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		CA

FATIGUE DURATION

RAGE ! DUREE

Strength Score Penalty: -2

Score de dextérité Pénalité: -2

$\boxed{\text{trs}} = \times 2$	STR	D-1X	Cannot rage, run or charge while fatigued.
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POUVOIRS D'RAGE !

POUVOIRS D'RAGE ! KNOWN

Barbare Niveau

Divers

$\boxed{} = (\div 2) + $	(arrondi à l'inférieur)
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