

WILD RAGER!

(BARBARE)

Barbare
Niveau

BARBARE

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Niveau

1 ☐ { Mouvement rapide
RAGE!

2 ☐ Wild Fighting

3 ☐ Sens des pièges +1

5 ☐ Rage Conversion

6 ☐ Sens des pièges +2

7 ☐ Réduction de dégâts 1/–

9 ☐ Sens des pièges +3

10 ☐ Réduction de dégâts 2/–

11 ☐ Greater RAGE!

12 ☐ Sens des pièges +4

13 ☐ Réduction de dégâts 3/–

14 ☐ Indomitable Will

15 ☐ Sens des pièges +5

16 ☐ Réduction de dégâts 4/–

17 ☐ Tireless RAGE!

18 ☐ Sens des pièges +6

19 ☐ Réduction de dégâts 5/–

20 ☐ Mighty RAGE!

UNCONTROLLED RAGE!

WILL SAVE
DC

Barbare
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= 10 + + CON

Tour
0

Attack the nearest creature

CONFUSION

Tour
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

Niveau
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

Niveau
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! DUREE
PER DAY

Barbare
Niveau

Divers

RAGE!
AUJOURD'HUI

trs = 2 + CON + (× 2) +

STRENGTH
SCORE
BONUS

CONSTITUTION
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

CA

FATIGUE
DURATION

RAGE!
DUREE

Strength Score
Penalty: -2

Score de dextérité
Pénalité: -2

trs = × 2

STR

D-1X

Cannot rage, run or charge
while fatigued.

POUVOIRS DÉRAGE!

POUVOIRS DÉRAGE!
KNOWN

Barbare
Niveau

Divers

= (÷ 2) +

(arrondi à l'inférieur)

1

2

3

4

5

6

7

8

9

10

11

12

13

14