

ARMoured HULK! (BARBARE)

Barbare
Niveau

BARBARE

Barbare Niveau		
1	<input type="checkbox"/>	Indomitable Stance RAGE!
2	<input type="checkbox"/>	Armoured Swiftness
3	<input type="checkbox"/>	Resilience of Steel +1
5	<input type="checkbox"/>	Improved Armoured Swiftness
6	<input type="checkbox"/>	Resilience of Steel +2
7	<input type="checkbox"/>	Réduction de dégâts 1/–
9	<input type="checkbox"/>	Resilience of Steel +3
10	<input type="checkbox"/>	Réduction de dégâts 2/–
11	<input type="checkbox"/>	Greater RAGE!
12	<input type="checkbox"/>	Resilience of Steel +4
13	<input type="checkbox"/>	Réduction de dégâts 3/–
14	<input type="checkbox"/>	Indomitable Will
15	<input type="checkbox"/>	Resilience of Steel +5
16	<input type="checkbox"/>	Réduction de dégâts 4/–
17	<input type="checkbox"/>	Tireless RAGE!
18	<input type="checkbox"/>	Resilience of Steel +6
19	<input type="checkbox"/>	Réduction de dégâts 5/–
20	<input type="checkbox"/>	Mighty RAGE!

INDOMITABLE STANCE

+1

Bonus to **CMB** and **CMD** for overrun manoeuvres;
reflex saves against trample attacks;
AC against charge attacks;
attack and damage against charging creatures

ARMoured SWIFTNESS

Niveau			
2	5 m	1 case	Increased speed in medium or heavy armour, providing this is still below your normal move speed
	m	cases	Resulting movement speed in medium or heavy armour
	10 m	2 cases	Increase to normal movement speed
Niveau			
5	m	cases	Resulting normal movement speed
	m	cases	Resulting movement speed in medium or heavy armour

RESILIENCE OF STEEL

CRITICAL HIT

RESISTANCE

Niveau		
6	+	Bonus to AC that applies only to critical hit confirmation rolls

RAGE!

RAGE ! DUREE
PER DAY

Barbare
Niveau

Divers

RAGE !
AUJOURD'HUI

$$\boxed{\text{trs}} = 2 + \text{CON} + \left(\boxed{} \times 2 \right) + \boxed{}$$

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

$$\boxed{\text{trs}} = \boxed{} \times 2$$

STR

D-1X

Cannot rage, run or charge while fatigued.

POUVOIRS DÉRAGE !

POUVOIRS DÉRAGE !
KNOWN

Barbare
Niveau

Divers

$$\boxed{} = \left(\boxed{} \div 2 \right) + \boxed{}$$

(arrondi à l'inférieur)

1

2

3

4

5

6

7

8

9

10

11

12

13

14