

SUPERSTITIOUS
BARBARIAN!

Niveau
de Barbare

BARBARE

Niveau de Barbare		
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"/>	Vision dans le noir à 18m
11	<input type="checkbox"/>	RAGE ! DE GRAND BERSERKER
12	<input type="checkbox"/>	Sixth Sense +4
13	<input type="checkbox"/>	Scent
14	<input type="checkbox"/>	Volonté Indomptable
15	<input type="checkbox"/>	Sixth Sense +5
16	<input type="checkbox"/>	Blindsense 30ft
17	<input type="checkbox"/>	Sans Fatigue RAGE!
18	<input type="checkbox"/>	Sixth Sense +6
19	<input type="checkbox"/>	Blindsight 30ft
20	<input type="checkbox"/>	RAGE ! DE MAÎTRE BERSERKER

SIXTH SENSE

Niveau	SIXTH SENSE	Niveau de Barbare
3	<input type="text"/>	<input type="text"/>
Bonus to initiative and AC during surprise rounds		

KEEN SENSES

Niveau	
7	Low-light Vision <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
10	Darkvision 60ft <ul style="list-style-type: none">• Can see without any light at all• Invisible objects are still invisible• Darkvision is black and white
13	Scent 30ft <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
16	Blindsense 30ft <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)
19	Blindsight 30ft <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
PAR JOUR

trs = 2 + CON + (× 2) +

Niveau
de Barbare

Divers

RAGE !
AUJOURD'HUI

trs

FORCE
SCORE
BONUS

SCORE de
CONSTITUTIONS
BONUS

VOLONTE
SAUVEGARDE
BONUS

CLASSE
D'ARMURE
PENALITE

RAGE!	4	4	2	-2
SUPERIEURE RAGE!	6	6	3	-2
MAITRE RAGE!	8	8	4	-2

Modificateur de Caractéristique =
(Score Total de la Caractéristique - 10) ÷ 2

STR

CON

CA

FATIGUE
DUREE

RAGE !
DUREE

Score de Force
Pénalité: -2

Score de dextérité
Pénalité: -2

trs = × 2

STR

D-1X

Ne peut pas entrer en rage, courir ou char
lorsqu'il est fatigué

POUVOIRS DE RAGE !

POUVOIRS DE RAGE !
CONNUS

Niveau
de Barbare

Divers

= (÷ 2) +

(arrondi à l'inférieur)

1	
2	
3	
4	
5	
6	
7	
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9	
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11	
12	
13	
14	