

ARMOUR HULK! (BARBARIAN)

Nível de
Bárbaro

BÁRBARO

Nível de Bárbaro		
1	<input type="checkbox"/>	Indomitable Stance FÚRIA!
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"/>	Damage Reduction 1/—
9	<input type="checkbox"/>	Resilience of Steel +3
10	<input type="checkbox"/>	Damage Reduction 2/—
11	<input type="checkbox"/>	Greater RAGE!
12	<input type="checkbox"/>	Resilience of Steel +4
13	<input type="checkbox"/>	Damage Reduction 3/—
14	<input type="checkbox"/>	Vontade Inabalável
15	<input type="checkbox"/>	Resilience of Steel +5
16	<input type="checkbox"/>	Damage Reduction 4/—
17	<input type="checkbox"/>	FÚRIA! INCANSÁVEL
18	<input type="checkbox"/>	Resilience of Steel +6
19	<input type="checkbox"/>	Damage Reduction 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

ARMOURD SWIFTNESS

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

RESILIENCE OF STEEL

CRITICAL HIT

RESISTANCE

Nível

6

+

Bonus to **AC** that applies only to critical hit confirmation rolls

FÚRIA!

FÚRIA! DURAÇÃO POR DIA

$$\text{rds} = 2 + \text{CON} + \left(\frac{\text{Nível de Bárbaro}}{2} \times 2 \right) + \text{Outros}$$

FÚRIA! HOJE

$$\text{rds}$$

	FORÇA MODIFICADOR	CONSTITUIÇÃO MODIFICADOR	Teste de Vontade Bônus	CLASSE DE ARMADURA PENALIDADE
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FÚRIA!	4	4	2	-2
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FÚRIA MAIOR!	6	6	3	-2
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FÚRIA PODEROSA!	8	8	4	-2
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Modificador = (Total de pontos - 10) ÷ 2	FOR	CON	CA
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FATIGADO DURAÇÃO

$$\text{rds} = \text{FÚRIA! Duração} \times 2$$

Pontos de Força Penalidade: -2

FOR

Pontos de Destreza Penalidade: -2

DIS

Não pode entrar em Fúria, Correr ou dar Ira enquanto estiver fatigado.

RAGE! POWERS

RAGE! POWERS KNOWN

$$\text{rds} = \left(\frac{\text{Nível de Bárbaro}}{2} \right) + \text{Outros}$$

(Arredonda para Baixo)

1

2

3

4

5

6

7

8

9

10

11

12

13

14