

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"/>	Vision dans le noir a 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

SIXTH SENSE	Barbare Niveau
Niveau 3	<div><div>+</div><div></div></div> = <div></div> ÷ 3
Bonus to initiative and AC during surprise rounds	

KEEN SENSES

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

RAGE!

RAGE ! DUREE PAR JOUR

trs

 = 2 + CON + (  × 2 ) +

Barbare Niveau

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

S-1R

D-1X

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

POUVOIRS DE RAGE !

POUVOIRS DE RAGE ! CONNUS

Barbare Niveau

Divers

= (  ÷ 2 ) +

(arrondi à l'inférieur)

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