

SUPERSTITIOUS BARBAR!

Barbaren-
stufe

BARBAR		
Barbaren- stufe		
1	<input type="checkbox"/>	{ Schnelle Bewegung KAMPFRAUSCH!
2	<input type="checkbox"/>	Reflexbewegung
3	<input type="checkbox"/>	Sixth Sense +1
5	<input type="checkbox"/>	Verbesserte Reflexbewegung
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"/>	Dunkelsicht 18m
11	<input type="checkbox"/>	Stärkerer KAMPFRAUSCH!
12	<input type="checkbox"/>	Sixth Sense +4
13	<input type="checkbox"/>	Scent
14	<input type="checkbox"/>	Unbeugsamer Wille
15	<input type="checkbox"/>	Sixth Sense +5
16	<input type="checkbox"/>	Blindgespür 9m
17	<input type="checkbox"/>	UNERMÜDLICHER KAMPFRAUSCH!
18	<input type="checkbox"/>	Sixth Sense +6
19	<input type="checkbox"/>	Blindsight 30ft
20	<input type="checkbox"/>	Mächtiger KAMPFRAUSCH!

SIXTH SENSE

SIXTH
SENSE

Barbaren-
stufe

Stufe
3

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÷ 3

Bonus to initiative and AC during surprise rounds

GESCHÄRFTE SINNE

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

KAMPFRAUSCH!

KAMPFRAUSCH! DAUER
PRO TAG

Barbaren-
stufe

Sonstiges

KAMPFRAUSCH!
HEUTE

Runden

5

2

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KO

+

(

× 2

)

+

Runden

STÄRKEKONSTITUTIONSWERT
WERT
BONUS

WILLENS-
WURF
BONUS

RÜSTUNGS-
KLASSE
MALUS

KAMPFRAUSCH!	4	4	2	-2
STÄRKERER KAMPFRAUSCH	6	6	3	-2
Mächtiger KAMPFRAUSCH	8	8	4	-2

Attributsmodifikator =
(Attributswert - 10) ÷ 2

ST

KO

RK

ERSCHÖPFUNG KAMPFRAUSCH!
DAUER

Dauer

Stärkewert
Malus -2

Geschicklichkeitswert
Malus -2

Runden

5

2

×

2

Kein Kampfrausch, Rennen, oder
Ansturm während erschöpft

ST

GE

KAMPFRAUSCH! KRÄFTE

KAMPFRAUSCH! KRÄFTE
BEKANNT

Barbaren-
stufe

Sonstiges

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(abrunden)

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