| NARBENWÜTE | R! |
|------------|----|
|------------|----|

| Dl | - 1 |
|-----------|-----|
| Barbaren- | - 1 |
| | - 1 |
| stufe | - 1 |

| MANDLIVVIOTEM | KAMPFRAUSCH!DAUER PRO TAG | Barbaren- stufe | Sonstiges | | AMPFRAUSCH! HEUTE |
|--|--|----------------------|-----------------------|--------------------|----------------------|
| (D A D D A D) | Runder + KO + (| × 2 |) + | | Runde |
| (BARBAR) | , | STÄRKEKO! WERT | NSTITUTIONSW BONUS | ERWILLENS- WURF | RÜSTUNGS- KLASSE |
| BARBAR Barbaren- | | BONUS | 201400 | BONUS | MALUS |
| stufe Terrifying Visage NAMERALISCUI | KAMPFRAUSCH! | 4 | 4 | 2 | -2 |
| 1 KAMPFRAUSCH! 2 Tolerance | STÄRKERER KAMPFRAUSCH | 6 | 6 | 3 | -2 |
| 3 Scarification +1 | Mächtiger KAMPFRAUSCH | 8 | 8 | 4 | -2 |
| 5 | Attributsmodifikator = (Attributswert - 10) ÷ 2 | ST | KO | | RK |
| 6 Scarification +2 | ERSCHÖPFUN&FRAUSCH! | Stärkewert | Geschicklichke | itswert | |
| 7 Schadensreduzierung 1/- | DAUER Dauer | Malus -2 | Malus -2 | Kein Kampfra | usch, Rennen, oder |
| 9 Scarification +3 | Rur den×2 | DED ALLCOM | | Ansturm währ | |
| 10 ☐ Schadensreduzierung 2/— | KAMPERAUSCH!!KIRÄBIFBBIED- | PFRAUSCH! K I | KAFTE | | * |
| 11 □ Stärkerer KAMPFRAUSCH! | BEKANNT stufe | Sonstiges \ | | | |
| 12 | = (÷2 |) + | | | (abrunden) |
| 13 | 1 | | | | |
| 14 🗆 Unbeugsamer Wille | | | | | |
| 15 🗆 Scarification +5 | 2 | | | | |
| 16 🗆 Schadensreduzierung 4/– | | | | | |
| 17 🗆 UNERMÜDLICHER KAMPRAAUSCII! | 3 | | | | |
| 18 Scarification +6 | | | | | |
| 19 🗆 Schadensreduzierung 5/– | 4 | | | | |
| 20 🗆 Mächtiger KAMPFRAUSCH! | | | | | |
| TERRIFYING VISAGE | 5 | | | | |
| EINSCHÜCHTERMrbaren- BONUS stufe | | | | | |
| ÷ = ÷2 | 6 | | | | |
| Gegen Humanoide, die kein Mitglied eines Barbarenstammes sind | | | | | |
| Wenn mit Barbaren verhandelt wird, füge diesen Bonus zu deiner Dip | 7 | | | | |
| Added to the DC of any | | | | | |
| fear effects you create TOLERANCE | 8 | | | | |
| Stufe If you fail a save against becoming nauseated, sickened, | 1 | | | | |
| fatigued or exhausted, make a second save to negate the effect at the start of your next turn | 9 | | | | |
| Stufe If you fail a save against becoming dazed, frightened, shaken or stunned, make a second save to negate | | | | | |
| the effect at the start of your next turn | 10 | | | | |
| SCARIFICATION BLEED DAMAGE RESISTANCE | | | | | |
| Stufe 3 - Subtracted from the bleed damage you take each round | 11 | | | | |
| you take cutil round | | | | | |
| | 12 | | | | |
| | | | | | |
| | 13 | | | | |
| | | | | | |
| | 14 | | | | |
| | | - | | | |

KAMPFRAUSCH!