

WILD RAGER!

(BARBARIAN)

Barbaren-
stufe

BARBAR

Barbaren-
stufe

1

☐

Fast Movement
KAMPFRAUSCH!

2

☐

Wild Fighting

3

☐

Trap Sense +1

5

☐

Rage Conversion

6

☐

Trap Sense +2

7

☐

Damage Reduction 1/-

9

☐

Trap Sense +3

10

☐

Damage Reduction 2/-

11

☐

Greater RAGE!

12

☐

Trap Sense +4

13

☐

Damage Reduction 3/-

14

☐

Indomitable Will

penalty for riding bareback +5

16

☐

Damage Reduction 4/-

17

☐

Tireless RAGE!

18

☐

Trap Sense +6

19

☐

Damage Reduction 5/-

20

☐

Mighty RAGE!

UNCONTROLLED RAGE!

WILL SAVE
DC

Barbaren-
stufe

= 10 +

+ KO

Round
0

Attack the nearest creature

CONFUSION

Round
1+

W%
100

01-25
26-50
51-75

76-100

Act normally|Babble incoherently|Hurt yourself with item in hand| Damage = 1W%d8W% + STR|Attack nearest creature

At the end of the turn attempt a new saving throw

Rounds of confusion do not count
against your rounds of RAGE! per day

WILD FIGHTING

Stufe
2

Allows you to make an extra attack at your full bonus,
but take a -2 penalty to attack rolls and -4 to AC until
your next turn

RAGE! CONVERSION

Stufe
5

If you fail a will save against a mind-affecting effect,
at the start of your next turn you can try again.
If you succeed, you RAGE and are CONFUSED.

KAMPFRAUSCH!

RAGE! DURATION
PER DAY

Barbaren-
stufe

Sonstiges

RAGE!
TODAY

Rurden $52 + KO + (\times 2) +$

Rurden

STRENGTH
SCORE
BONUS

CONSTITUTION
SCORE
BONUS

WILL
SAVE
BONUS

ARMOUR
CLASS
PENALTY

KAMPFRAUSCH!

4

4

2

-2

GREATER RAGE!

6

6

3

-2

MIGHTY RAGE!

8

8

4

-2

Ability Modifier =
(Total Ability Score - 10) ÷ 2

ST

KO

RK

FATIGUED
DURATION

RAGE!
Duration

Strength Score
Penalty: -2

Dexterity Score
Penalty: -2

Rurden $\times 2$

ST

CE

Cannot rage, run or charge
while fatigued.

RAGE! POWERS

RAGE! POWERS
KNOWN

Barbaren-
stufe

Sonstiges

= ($\div 2$) +

(abrunden)

1

2

3

4

5

6

7

8

9

10

11

12

13

14