

TITAN MAULER!  
(BARBARIAN)

Barbaren-  
stufe

BARBAR

Barbaren-  
stufe

1

☐

Big Game Hunter  
KAMPFRAUSCH!

2

☐

Jotungrip

3

☐

Massive Weapons -1

5

☐

Evade Reach 5ft

6

☐

Massive Weapons -2

7

☐

Damage Reduction 1/-

9

☐

Massive Weapons -3

10

☐

Damage Reduction 2/-  
Evade Reach 10ft

11

☐

Greater RAGE!

12

☐

Massive Weapons -4

13

☐

Damage Reduction 3/-

14

☐

Titanic RAGE!

16

☐

Damage Reduction 4/-

17

☐

Tireless RAGE!

18

☐

Massive Weapons -6

19

☐

Damage Reduction 5/-

20

☐

Mighty RAGE!  
Evade Reach 20ft

BIG GAME HUNTER

+1

Bonus to attack rolls and dodge bonus to AC when fighting larger creatures

JOTUNGRIIP

Stufe

2

May wield a two-handed weapon in one hand  
Damage is calculated as for a one-handed weapon

MASSIVE WEAPONS

ATTACK PENALTY  
REDUCTION

Stufe

3

-

Reduce the penalty for using oversized weapons, to a minimum of 0

EVADE REACH

Stufe

5

m

Fe

Reduced effective reach for one designated attacker

TITANIC RAGE!

Stufe

14

Gain the benefit of Enlarge Person  
Costs 2 rounds of rage per round, and become exhausted rather than fatigued when rage ends.

KAMPFRAUSCH!

RAGE!  
PER DAY

DURATION

Barbaren-  
stufe

Sonstiges

RAGE!  
TODAY

Rurden

5

2

+

KO

+

(

\_\_\_\_\_

× 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

\_\_\_\_\_

× 2

ST

GE

Cannot rage, run or charge while fatigued.

RAGE! POWERS

RAGE! POWERS  
KNOWN

Barbaren-  
stufe

Sonstiges

\_\_\_\_\_

= (

\_\_\_\_\_

÷ 2

) +

\_\_\_\_\_

(abrunden)

1

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\_\_\_\_\_

2

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\_\_\_\_\_

3

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4

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12

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13

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\_\_\_\_\_

14

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