DRUNKEN BRUTE

(BARBARIAN)

Barbaren-stufe

BARBAR

Barbaren-stufe		
1	☐	Raging Drunk KAMPFRAUSCH!
2	☐	Uncanny Dodge
3	☐	Trap Sense +1
5	☐	Improved Uncanny Dodge
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
	☐	Trap Sense +5
16	☐	Damage Reduction 4/—
17	☐	Tireless RAGE!
18	☐	Trap Sense +6
19	☐	Damage Reduction 5/—
20	☐	Mighty RAGE!

penalty for riding bareback

RAGING DRUNK

While RAGING, consume a potion or alcoholic drink as a move action (that does not provoke an attack of opportunity).

Potions have their normal effect.

Alcoholic drinks allow you to maintain RAGE for this round without counting against your rounds per day.

NAUSEATED DURATION

Runden

Each alcoholic drink consumed results in 1 round of nausea after the end of your RAGE, in addition to the normal fatigue.

KAMPFRAUSCH!

RAGE! DURATION PER DAY

Runden = 2 + KO + (Barbaren-stufe × 2) + Sonstiges

RAGE! TODAY

Runden

	STRENTH 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

Runden = RAGE! Duration × 2

Strength Score Penalty: -2 -1 ST

Dexterity Score Penalty: -2 -1 GE

Cannot rage, run or charge while fatigued.

RAGE! POWERS

RAGE! POWERS KNOWN

= (Barbaren-stufe ÷ 2) + Sonstiges (abrunden)

1

2

3

4

5

6

7

8

9

10

11

12

13

14