

ARMoured HULK!

(BARBARIAN)

Barbaren-
stufe

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

BARBAR

Barbaren-
stufe

1 ☐ Indomitable Stance
KAMPFRAUSCH!

2 ☐ Armoured Swiftness

3 ☐ Resilience of Steel +1

5 ☐ Improved Armoured Swiftness

6 ☐ Resilience of Steel +2

7 ☐ Damage Reduction 1/-

9 ☐ Resilience of Steel +3

10 ☐ Damage Reduction 2/-

11 ☐ Greater RAGE!

12 ☐ Resilience of Steel +4

13 ☐ Damage Reduction 3/-

14 ☐ Indomitable Will

16 ☐ Resilience of Steel +5

16 ☐ Damage Reduction 4/-

17 ☐ Tireless RAGE!

18 ☐ Resilience of Steel +6

19 ☐ Damage Reduction 5/-

20 ☐ Mighty RAGE!

INDOMITABLE STANCE

+1

Bonus to **CMB** and **CMD** for overrun manoeuvres;
reflex saves against trample attacks;
AC against charge attacks;
attack and damage against charging creatures

ARMoured SWIFTNESS

Stufe
2

5 m 1 Fe

Increased speed in medium or heavy
armour, providing this is still below
your normal move speed

m Fe

Resulting movement speed in
medium or heavy armour

Stufe
5

10 m 2 Fe

Increase to normal
movement speed

m Fe

Resulting normal
movement speed

m Fe

Resulting movement speed in
medium or heavy armour

RESILIENCE OF STEEL

CRITICAL HIT
RESISTANCE

Stufe

6

+

Bonus to **AC** that applies only to
critical hit confirmation rolls