

SUPERSTITIOUS BARBAR!

Barbaren-
stufe

BARBAR

Barbaren-
stufe

1 ☐ { Schnelle Bewegung
KAMPFRAUSCH!

2 ☐ Entrinnen

3 ☐ Sixth Sense +1

5 ☐ Verbesserte Reflexbewegung

6 ☐ Sixth Sense +2

7 ☐ Low-light Vision

9 ☐ Sixth Sense +3

10 ☐ Darkvision 60ft

11 ☐ Greater RAGE!

12 ☐ Sixth Sense +4

13 ☐ Scent

14 ☐ Unbeugsammer Wille

15 ☐ Sixth Sense +5

16 ☐ Blindsense 30ft

17 ☐ UNERMÜDLICHER KAMPFRAUSCH!

18 ☐ Sixth Sense +6

19 ☐ Blindsight 30ft

20 ☐ Mighty RAGE!

SIXTH SENSE

SIXTH
SENSE

Barbaren-
stufe

Stufe

3

+ = ÷ 3

Bonus to initiative and AC during surprise rounds

GESCHÄRFTE SINNE

Low-light Vision

- Stufe 7
- Can see twice as far as normal in dim light
 - Can see outdoors on a moonlit night as clearly as during the day
 - Low-light vision is colour vision

Darkvision 60ft

- Stufe 10
- Can see without any light at all
 - Invisible objects are still invisible
 - Darkvision is black and white

Scent 30ft

- Stufe 13
- Detect enemies, determine direction as a move action
 - Track creatures using Survival
 - Range of 30ft, or 60ft downwind, 15ft upwind; strong smells double range, overpowering smells triple

Blindsense 30ft

- Stufe 16
- Notice things you cannot see
 - Needs a line of sight to the target
 - Targets have total concealment (50% miss chance)

Blindsight 30ft

- Stufe 19
- Can see through invisibility, concealment and even magical darkness
 - Cannot see colours, cannot read invisible writing
 - Does not work while deafened
 - Works underwater but not in a vacuum

KAMPFRAUSCH!

KAMPFRAUSCH! DAUER
PER DAY

Barbaren-
stufe

Sonst. Mod.

KAMPFRAUSCH!
HEUTE

Runden

$5.2 + KO + (\times 2) +$

Runden

STÄRKEKONSTITUTIONSWERT
WERT BONUS

BONUS

WILLENS-
WURF BONUS

RÜSTUNGS-
KLASSE MALUS

KAMPFRAUSCH!

4

4

2

-2

Starker RAGE!

6

6

3

-2

Mächtiger KAMPFRAUSCH!

8

8

4

-2

Atributs Modifikator=
(Gesamter Atributwert -10)/2

ST

KO

RK

ERSCHÖPFUNG KAMPFRAUSCH!
DAUER Dauer

Stärkewert
Abzug -2

Geschicklichkeitswert
Malus -2

Runden

$\times 2$

ST

GE

Während man erschöpft ist kann man nicht
rennen, anstürmen oder Kampfrausch ein-

KAMPFRAUSCH! KRÄFTE

KAMPFRAUSCH! KRÄFTE
KNOWN

Barbaren-
stufe

Sonst. Mod.

$= (\div 2) +$

(abrunden)

1

2

3

4

5

6

7

8

9

10

11

12

13

14