

SUPERSTITIOUS BARBARIAN!

Barbaren-  
stufe

BARBAR	
Barbaren- stufe	
1	<input type="checkbox"/> { Fast Movement KAMPFRAUSCH!
2	<input type="checkbox"/> Entrinnen
3	<input type="checkbox"/> Sixth Sense +1
5	<input type="checkbox"/> Verbessertes Entrinnen
6	<input type="checkbox"/> Sixth Sense +2
7	<input type="checkbox"/> Low-light Vision
9	<input type="checkbox"/> Sixth Sense +3
10	<input type="checkbox"/> Darkvision 60ft
11	<input type="checkbox"/> Greater RAGE!
12	<input type="checkbox"/> Sixth Sense +4
13	<input type="checkbox"/> Scent
14	<input type="checkbox"/> Unbeugsammer Wille
15	<input type="checkbox"/> Sixth Sense +5
16	<input type="checkbox"/> Blindsense 30ft
17	<input type="checkbox"/> UNERMÜDLICHER KAMPFRAUSCH!
18	<input type="checkbox"/> Sixth Sense +6
19	<input type="checkbox"/> Blindsight 30ft
20	<input type="checkbox"/> Mighty RAGE!

SIXTH SENSE

SIXTH SENSE	Barbaren- stufe
Stufe 3	<div><div>+</div><div></div></div> = <div></div> ÷ 3
Bonus to initiative and AC during surprise rounds	

KEEN SENSES

Low-light Vision	
Stufe 7	<ul style="list-style-type: none"><li>• Can see twice as far as normal in dim light</li><li>• Can see outdoors on a moonlit night as clearly as during the day</li><li>• Low-light vision is colour vision</li></ul>
Darkvision 60ft	
Stufe 10	<ul style="list-style-type: none"><li>• Can see without any light at all</li><li>• Invisible objects are still invisible</li><li>• Darkvision is black and white</li></ul>
Scent 30ft	
Stufe 13	<ul style="list-style-type: none"><li>• Detect enemies, determine direction as a move action</li><li>• Track creatures using Survival</li><li>• Range of 30ft, or 60ft downwind, 15ft upwind; strong smells double range, overpowering smells triple</li></ul>
Blindsense 30ft	
Stufe 16	<ul style="list-style-type: none"><li>• Notice things you cannot see</li><li>• Needs a line of sight to the target</li><li>• Targets have total concealment (50% miss chance)</li></ul>
Blindsight 30ft	
Stufe 19	<ul style="list-style-type: none"><li>• Can see through invisibility, concealment and even magical darkness</li><li>• Cannot see colours, cannot read invisible writing</li><li>• Does not work while deafened</li><li>• Works underwater but not in a vacuum</li></ul>

KAMPFRAUSCH!

KAMPFRAUSCH! DAUER PER DAY	Barbaren- stufe	Sonstiges	KAMPFRAUSCH! HEUTE
<div><div>Runden</div><div>5.2 + KO + ( <div></div> × 2 ) + <div></div></div></div>			<div><div>Runden</div></div>
	STÄRKEKONSTITUTIONSWERT WERT BONUS	WILLENS- BONUS	RÜSTUNGS- KLASSEN ABZUG
KAMPFRAUSCH!	4	4	2
Starker RAGE!	6	6	3
Mächtiger KAMPFRAUSCH	8	8	4
Atributs Modifikator= (Gesamter Atributwert -10)/2	ST	KO	RK

ERSCHÖPFUNG KAMPFRAUSCH! DAUER	Stärkewert Abzug -2	Abzug vom Geschicklichkeits- wert -2	Während man erschöpft ist kann man nicht rennen, anstürmen oder Kampfrausch ein- setzen
<div><div>Runden</div><div></div> × 2</div>	ST	GE	

KAMPFRAUSCH! KRÄFTE

KAMPFRAUSCH! KRÄFTE KNOWN	Barbaren- stufe	Sonstiges
<div><div></div> = ( <div></div> ÷ 2 ) + <div></div></div>		(abrunden)
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		