

SUPERSTITIOUS BARBAR!

Barbaren-  
stufe

BARBAR

Barbaren-  
stufe

1 ☐ { Schnelle Bewegung  
KAMPFRAUSCH!

2 ☐ Reflexbewegung

3 ☐ Sixth Sense +1

5 ☐ Verbesserte Reflexbewegung

6 ☐ Sixth Sense +2

7 ☐ Low-light Vision

9 ☐ Sixth Sense +3

10 ☐ Dunkelsicht 18m

11 ☐ Greater RAGE!

12 ☐ Sixth Sense +4

13 ☐ Scent

14 ☐ Unbeugsamer Wille

15 ☐ Sixth Sense +5

16 ☐ Blindgespür 9m

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!  
ANZAHL 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

Attributsmodifikator =  
(Attributswert - 10) ÷ 2

ST

KO

RK

ERSCHÖPFUNG KAMPFRAUSCH!  
DAUER Dauer

Stärkewert  
Malus -2

Geschicklichkeitswert  
Malus -2

Runden  $\bar{\phantom{x}} \times 2$

ST

GE

Während man erschöpft ist, kann man nicht anstürmen oder Kampfrausch einsetzen.

KAMPFRAUSCH! KRÄFTE

KAMPFRAUSCH! KRÄFTE  
KNOWN

Barbaren-  
stufe

Sonst. Mod.

= ( ÷ 2 ) +

(abrunden)

1

2

3

4

5

6

7

8

9

10

11

12

13

14