

TRUE PRIMITIVE

(BARBARIAN!)

Barbaren-
stufe

BARBAR

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stufe

1 ☐ { Favoured Terrains
KAMPFRAUSCH!

2 ☐ Uncanny Dodge

3 ☐ Trophy Fetish

5 ☐ Improved Uncanny Dodge

7 ☐ Damage Reduction 1/-

8 ☐ Trophy Fetish x 2

10 ☐ Damage Reduction 2/-

11 ☐ Greater RAGE!

13 ☐ { Trophy Fetish x 3
Damage Reduction 3/-

14 ☐ Indomitable Will

16 ☐ Damage Reduction 4/-

17 ☐ Tireless RAGE!

18 ☐ Trophy Fetish x 4

19 ☐ Damage Reduction 5/-

20 ☐ Mighty RAGE!

Bevorzugtes Gelände

☐ FAVOURED TERRAIN

Favoured Terrain Bonus

2 4 6 8
☐ ☐ ☐ ☐
☐ ☐ ☐ ☐
☐ ☐ ☐ ☐
☐ ☐ ☐ ☐
☐ ☐ ☐ ☐

TROPHY FETISH

WEAPONS / HIDE ARMOUR

Morale Bonus
+1 2 3 4

☐ ☐ ☐ ☐
☐ ☐ ☐ ☐
☐ ☐ ☐ ☐
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Fetishes can be attached to a traditional true primitive weapon:
Battleaxe, Blowgun, Club, Greatclub, Handaxe, Longspear,
Shortspear, Sling, Spear; or to a suit of Hide Armour.

Weapons gain a morale bonus to damage.

Armour gains a bonus to saving throws.

KAMPFRAUSCH!

RAGE! DURATION
PER DAY

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Sonstiges

RAGE!
TODAY

Rurden $5 + \text{KO} + (\dots \times 2) +$

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 $\bar{\dots} \times 2$

ST

GE

Cannot rage, run or charge
while fatigued.

RAGE! POWERS

RAGE! POWERS
KNOWN

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Sonstiges

= ($\dots \div 2$) +

(abrunden)

1

2

3

4

5

6

7

8

9

10

11

12

13

14