

DRUNKEN BRUTE

Barbaren-  
stufe

(BARBARIAN)

BARBAR	
Barbaren- stufe	
1	<input type="checkbox"/> Raging Drunk KAMPFRAUSCH!
2	<input type="checkbox"/> Uncanny Dodge
3	<input type="checkbox"/> Trap Sense +1
5	<input type="checkbox"/> Improved Uncanny Dodge
6	<input type="checkbox"/> Trap Sense +2
7	<input type="checkbox"/> Damage Reduction 1/–
9	<input type="checkbox"/> Trap Sense +3
10	<input type="checkbox"/> Damage Reduction 2/–
11	<input type="checkbox"/> Greater RAGE!
12	<input type="checkbox"/> Trap Sense +4
13	<input type="checkbox"/> Damage Reduction 3/–
14	<input type="checkbox"/> Indomitable Will
15	<input type="checkbox"/> Trap Sense +5
16	<input type="checkbox"/> Damage Reduction 4/–
17	<input type="checkbox"/> Tireless RAGE!
18	<input type="checkbox"/> Trap Sense +6
19	<input type="checkbox"/> Damage Reduction 5/–
20	<input type="checkbox"/> Mighty RAGE!

RAGING DRUNK

While **RAGING**, consume a potion or alcoholic drink as a move action (that does not provoke an attack of opportunity). Potions have their normal effect.

Alcoholic drinks allow you to maintain **RAGE** for this round without counting against your rounds per day.

NAUSEATED  
DURATION

Each alcoholic drink consumed results in 1 round of nausea after the end of your **RAGE**, in addition to the normal fatigue.

Runden

KAMPFRAUSCH!

RAGE! DURATION PER DAY

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Sonstiges

RAGE! TODAY

Runden

$5 + 2 + KO + ( \times 2 ) +$

Runden

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

Runden

$\times 2$

ST

CE

Cannot rage, run or charge while fatigued.

RAGE! POWERS

RAGE! POWERS KNOWN

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Sonstiges

= ( ÷ 2 ) +

(abrunden)

1

2

3

4

5

6

7

8

9

10

11

12

13

14