

WILD RAGER!

(BARBARIAN)

Barbaren-
stufe

BARBAR

Barbaren-
stufe

1 ☐ Fast Movement
KAMPFRAUSCH!

2 ☐ Wild Fighting

3 ☐ Trap Sense +1

5 ☐ Rage Conversion

6 ☐ Trap Sense +2

7 ☐ Damage Reduction 1/-

9 ☐ Trap Sense +3

10 ☐ Damage Reduction 2/-

11 ☐ Greater RAGE!

12 ☐ Trap Sense +4

13 ☐ Damage Reduction 3/-

14 ☐ Indomitable Will

15 ☐ Trap Sense +5

16 ☐ Damage Reduction 4/-

17 ☐ Tireless RAGE!

18 ☐ Trap Sense +6

19 ☐ Damage Reduction 5/-

20 ☐ Mighty RAGE!

UNCONTROLLED RAGE!

WILL SAVE
DC

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stufe

= 10 + + KO

Round
0

Attack the nearest creature

CONFUSION

Round
1+

d100
01-25 Act normally
26-50 Babble incoherently
51-75 Hurt yourself with item in hand
Damage = 1d8 + STR
76-100 Attack nearest creature

At the end of the turn attempt a new saving throw
Rounds of confusion do not count
against your rounds of RAGE! per day

WILD FIGHTING

Stufe
2

Allows you to make an extra attack at your full bonus,
but take a -2 penalty to attack rolls and -4 to AC until
your next turn

RAGE! CONVERSION

Stufe
5

If you fail a will save against a mind-affecting effect,
at the start of your next turn you can try again.
If you succeed, you RAGE and are CONFUSED.

KAMPFRAUSCH!

RAGE! DURATION
PER DAY

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stufe

Sonstiges

RAGE!
TODAY

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

Barbaren-
stufe

Sonstiges

= (÷ 2) +

(abrunden)

1

2

3

4

5

6

7

8

9

10

11

12

13

14