ARMOURED

Barbaren- stufe

HULK! (BARBAR)			1	RAMPIKAUSCH!DAUEF PER DAY	R	Barbaren- stufe	Sonst. Mod.		MYFKAUSCH! ZAHL HEUTE
			•	Runder + KO + (× 2) +			Runden
Barbar			SARBAR			STÄRKEKON WERT BONUS	NSTITUTIONSW BONUS	ERWILLENS- WURF BONUS	RÜSTUNGS- KLASSE MALUS
stuf		150	able Stance	KAM	IPFRAUSCH!	4	4	2	-2
_		(KAMPFR		Sta	rker RAGE!	6	6	3	-2
2	☐ Armoured Swiftness ☐ Resilience of Steel +1		Mächtiger KAMPFRAUSCH!		8	8	4	-2	
3				Attributsmodifikator = (Attributswert - 10) ÷ 2		ST	КО		RK
5		☐ Improved Armoured Swiftness ☐ Resilience of Steel +2		ERSCHÖPFUNG AMPFRAUSCH!		Stärkewert	Geschicklichkei	tewort	''
6			sreduzierung 1/—	DAUER Da		Malus -2	Malus -2		
7			e of Steel +3	Rur den	× 2	SIT	GE		erschöpft ist, kann kann ni er Kampfrausch einsetzen.
9				×		AMPFRAUSCH! k	RÄFTE		*
10				KAMPFRAUSCH!KRÄFT KNOWN	Tarbaren- stufe	Sonst. Mod.			
12				= (÷ 2) +			(abrunden)
13			sreduzierung 3/—	1					(abitilitiell)
14			amer Wille						
15			e of Steel +5	2					
16		Schadens	sreduzierung 4/—						
17		☐ UNERMÜDLICHER KAMPFRAUSCH!		3					
18	☐ Resilience of Steel +6								
19		□ Schadensreduzierung 5/−		4					
20		Mighty RA	AGE!	4					
	I	INDOMITABLE STANCE		5					
+1	1	Bonus to CMB and CMD for overrun manoeuvres; reflex saves against trample attacks; AC against charge attacks;							
	attack and damage against charging creatures			6					
*	A	RMOUR	LED SWIFTNESS Increased speed in medium or heavy						
Stufe 2	5	m 1Fe	armour, providing this is still below your normal move speed	7					
		m Fe	Resulting movement speed in medium or heavy armour						
	10	m 2 Fe	Increase to normal movement speed	8					
Stufe 5		m Fe	Resulting normal movement speed	9					
		m Fe	Resulting movement speed in medium or heavy armour						
``			NCE OF STEEL	10					
	CRITICAL HIT RESISTANCE								
6	+	Во	onus to AC that applies only to	11					
		cri	itical hit confirmation rolls						
				12					
						_			
				13					
				14					

KAMPFRAUSCH!