

# TITAN MAULER!

(BARBARIAN)

Barbaren-  
stufe

## BARBAR

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1 ☐ { Big Game Hunter  
KAMPFRAUSCH!

2 ☐ Jotungrip

3 ☐ Massive Weapons -1

5 ☐ Evade Reach 5ft

6 ☐ Massive Weapons -2

7 ☐ Damage Reduction 1/-

9 ☐ Massive Weapons -3

10 ☐ { Damage Reduction 2/-  
Evade Reach 10ft

11 ☐ Greater RAGE!

12 ☐ Massive Weapons -4

13 ☐ Damage Reduction 3/-

14 ☐ Titanic RAGE!

15 ☐ { Massive Weapons -5  
Evade Reach 15ft

16 ☐ Damage Reduction 4/-

17 ☐ Tireless RAGE!

18 ☐ Massive Weapons -6

19 ☐ Damage Reduction 5/-

20 ☐ { Mighty RAGE!  
Evade Reach 20ft

## BIG GAME HUNTER

+1

Bonus to attack rolls and dodge bonus to AC  
when fighting larger creatures

## JOTUNGRIIP

Stufe 2 May wield a two-handed weapon in one hand  
Damage is calculated as for a one-handed weapon

## MASSIVE WEAPONS

### ATTACK PENALTY

Stufe REDUCTION

3 -  Reduce the penalty for using oversized  
weapons, to a minimum of 0

## EVADE REACH

Stufe  m  ft Reduced effective reach for  
one designated attacker

## TITANIC RAGE!

Stufe 14 Gain the benefit of Enlarge Person  
Costs 2 rounds of rage per round, and become exhausted  
rather than fatigued when rage ends.

## KAMPFRAUSCH!

RAGE! DURATION  
PER DAY

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Sonstiges

RAGE!  
TODAY

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

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  $\bar{\text{ }} \times 2$

ST

GE

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