| | TRUE PRIMITIVE | | | KAMPFRAUSCH! | | | | | | |
|--|----------------|----------|---|---------------------------|---|------|----------------------------|-----------------------|-----------------------------|--------------------------------|
| | | | Barba | aren- | KAMPFRAUSCH!DAUER PER DAY | , | Barbaren- stufe | Sonstiges | K. | AMPFRAUSCH! HEUTE |
| \ \ \ | | | BARBAR | z | Runder + KO | + (| × 2 |) + | | Runden |
| Barbare stufe | | | Favoured Terrains | | | | STÄRKEKON WERT BONUS | ISTITUTIONSW BONUS | ERWILLENS- WURF BONUS | RÜSSTUNGS- KLASSEN ABZUG |
| 2 | | <u> </u> | KAMPFRAUSCH! Entrinnen | | KAMPFRAU! | SCH! | 4 | 4 | 2 | -2 |
| 3 | | | Trophy Fetish | | Starker RA | AGE! | 6 | 6 | 3 | -2 |
| 5 | | _ | Verbessertes Entrinnen | | Mächtiger KAMPFRAL | JSCH | 8 | 8 | 4 | -2 |
| 7 | | | Schadenreduzierung 1/– | | Atributs Modifaktor= (Gesamter Atributswert -10)/2 | | ST | КО | | RK |
| 8 | | | Trophy Fetish × 2 | | ERSCHÖPFUNG AMPFRAUSCH! | | Stärkewert | Abzug vom Ges | chicklichkeists | |
| 10 | | | Schadenreduzierung 2/– | | DAUER Dauer | 2 | Abzug -2 | -wert -2 | Während man | erschöpft ist kann man n |
| 11 | | | Greater RAGE! | | Rur den× | | IMPFRAUSCH!K | DÄETE | rennen, anstüi | rmen oder Kampfrausch e |
| 13 | | l | Trophy Fetish × 3 Schadenreduzierung 3/— | | KAMPFRAUSCH!KRÄFTEarbarer KNOWN stufe | | Sonstiges | RAFIL | | |
| 14 | | | Unbeugsammer Wille | | = (| ÷ 2 | + | | | (abrundan) |
| 16 | | | Schadenreduzierung 4/- | | 1 | ' | | | | (abrunden) |
| 17 | | | UNERMÜDLICHER KAMPFRAUS | SCH! | | | | | | |
| 18 | | | Trophy Fetish × 4 | | 2 | | | | | |
| 19 | | | Schadenreduzierung 5/- | | | | | | | |
| 20 | | _ | Mighty RAGE! | | | | | | | |
| 1 | | | Bevorzugtes Gelände | | 3 | | | | | |
| O FA | VOUI | RE | D TERRAIN | red Terrain Bonus 2 4 6 8 | <u>L</u> | | | | | |
| | | | | | 5 | | _ | | | |
| | | | TROPHY FETISH | | 6 | | | | | |
| WEAPO | ONS / | H | IDE ARMOUR | Morale Bonus +1 2 3 4 | 7 | | _ | | | |
| | | | | | 8 | | | | | |
| | | | | - | | | | | | |
| 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. | | | | | 9 | | | | | |
| Weapons | gain a | a n | norale bonus to damage. Source to saving throws. | our. | 10 | | | | | |
| | | | | | 11 | | _ | | | |
| | | | | | 12 | | _ | | | |
| | | | | | 13 | | _ | | | |
| | | | | | 14 | | | | | |