

ARMoured HULK! (BARBAR)

Barbaren-
stufe

| BARBAR | | |
|--------------------|--------------------------|------------------------------------|
| Barbaren- stufe | | |
| 1 | <input type="checkbox"/> | Indomitable Stance KAMPFRAUSCH! |
| 2 | <input type="checkbox"/> | Armoured Swiftness |
| 3 | <input type="checkbox"/> | Resilience of Steel +1 |
| 5 | <input type="checkbox"/> | Improved Armoured Swiftness |
| 6 | <input type="checkbox"/> | Resilience of Steel +2 |
| 7 | <input type="checkbox"/> | Schadensreduzierung 1/– |
| 9 | <input type="checkbox"/> | Resilience of Steel +3 |
| 10 | <input type="checkbox"/> | Schadensreduzierung 2/– |
| 11 | <input type="checkbox"/> | Stärkerer KAMPFRAUSCH! |
| 12 | <input type="checkbox"/> | Resilience of Steel +4 |
| 13 | <input type="checkbox"/> | Schadensreduzierung 3/– |
| 14 | <input type="checkbox"/> | Unbeugsamer Wille |
| 15 | <input type="checkbox"/> | Resilience of Steel +5 |
| 16 | <input type="checkbox"/> | Schadensreduzierung 4/– |
| 17 | <input type="checkbox"/> | UNERMÜDLICHER KAMPFRAUSCH! |
| 18 | <input type="checkbox"/> | Resilience of Steel +6 |
| 19 | <input type="checkbox"/> | Schadensreduzierung 5/– |
| 20 | <input type="checkbox"/> | Mächtiger KAMPFRAUSCH! |

| INDOMITABLE STANCE | |
|--------------------|--|
| +1 | Bonus to CMB and CMD for overrun manoeuvres; reflex saves against trample attacks; AC against charge attacks; attack and damage against charging creatures |

| ARMoured SWIFTNESS | |
|--------------------|--|
| Stufe 2 | <div>5 m 1 Fe</div> <div>Increased speed in medium or heavy armour, providing this is still below your normal move speed</div> |
| | <div>m Fe</div> <div>Resulting movement speed in medium or heavy armour</div> |

| | |
|------------|---|
| Stufe 5 | <div>10 m 2 Fe</div> <div>Increase to normal movement speed</div> |
| | <div>m Fe</div> <div>Resulting normal movement speed</div> |
| | <div>m Fe</div> <div>Resulting movement speed in medium or heavy armour</div> |

| RESILIENCE OF STEEL | |
|---------------------|---|
| Stufe 6 | <div>CRITICAL HIT RESISTANCE</div> <div>+ Bonus to AC that applies only to critical hit confirmation rolls</div> |

KAMPFRAUSCH! DAUER PRO TAG

Barbaren-
stufe

Sonstiges

KAMPFRAUSCH! HEUTE

Runden

5

2

+

KO

+

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×

2

+

Runden

STÄRKEWERT

BONUS

KONSTITUTIONSWERT

BONUS

WILLENSWURF

BONUS

RÜSTUNGS-
KLASSE

MALUS

| | | | | |
|------------------------|---|---|---|----|
| KAMPFRAUSCH! | 4 | 4 | 2 | -2 |
| STARKER KAMPFRAUSCH! | 6 | 6 | 3 | -2 |
| Mächtiger KAMPFRAUSCH! | 8 | 8 | 4 | -2 |

Attributsmodifikator =
(Attributswert - 10) ÷ 2

ST

KO

RK

ERSCHÖPFUNG KAMPFRAUSCH! DAUER

Stärkewert
Malus -2

Geschicklichkeitswert
Malus -2

Runden

×

2

ST

GE

Kein Kampfrausch, Rennen, oder Ansturm während erschöpft

KAMPFRAUSCH! KRÄFTE BEKANNT

Barbaren-
stufe

Sonstiges

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+

(abrunden)

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