## SEA REAVER!

Barbarian Level

(BARBARIAN)	RAGE!DURATION PER DAY	Barbarian Level	Misc		RAGE! TODAY
BARBARIAN	rds = 2 + CON + (	× 2	) +		rds
Barbarian Level  1  Marine Terror RAGE!	140	STRENGTH SCORE BONUS	CONSTITUTION SCORE BONUS	WILL SAVE BONUS	ARMOR CLASS PENALTY
2	RAGE!	4	4	2	-2
3 □ Savage Sailor +1	GREATER RAGE!	6	6	3	-2
5 🗆 Sure Footed	mighty RAGE!	8	8	4	-2
6 □ Savage Sailor +2	Ability Modifier = (Total Ability Score - 10) ÷ 2	STR	CON		AC
7 Damage Reduction 1/-		Strength Score	Dexterity Score		·
9 🗆 Savage Sailor +3	FATIGUED RAGE! DURATION Duration	Penalty: -2	Penalty: -2	0	
10 Damage Reduction 2/-	rds = <b>× 2</b>	STR	DHX	Cannot rage, while fatigued	
11 Greater RAGE!	×	RAGE! <b>POV</b>	VERS		*
12 🗆 Savage Sailor +4	RAGE!POWERS Barbarian KNOWN Level	Misc			
13 Damage Reduction 3/-	= ( ÷ 2	) +			(Round down)
14 🗆 Indomitable Will	4	<u> </u>			(Round down)
15   Savage Sailor +5	1				
16 Damage Reduction 4/-					
17 🗆 Tireless RAGE!	2				
18 🗆 Savage Sailor +6					
19 Damage Reduction 5/—	3				
20					
MARINE TERROR	4				
BREATH Constitution DURATION Score					
rds = 4 ×	5				
Move normally through standing water or bog 1ft deep  Iqnore the cover bonus to ACof targets partially immersed in water	6				
EYES OF THE STORM					
Ignore concealment by fog, rain, sleet, mist, wind, or	7				
2 other weather effects less than total concealment. Penalties to Perception due to weather are halved					
SAVAGE SAILOR	8				
SAILOR'S BONUS					
Bonus applies to Acrobatics, Climb, Profession (sailor), Survival, and Swim	9				
checks made in aquatic terrain or aboard ship.					
SURE FOOTED	10				
Level No penalty when moving across slick surfaces, whether natural or magical					
	11				
	12				
	13				

14

RAGE!