

SEA REAVER!

(BARBARIAN)

Barbaar
Level

BARBAAR

Barbaar
Level

1 ☐ { Marine Terror
RAGE!

2 ☐ Eyes of the Storm

3 ☐ Savage Sailor +1

5 ☐ Sure Footed

6 ☐ Savage Sailor +2

7 ☐ Damage Reduction 1/–

9 ☐ Savage Sailor +3

10 ☐ Damage Reduction 2/–

11 ☐ Greater RAGE!

12 ☐ Savage Sailor +4

13 ☐ Damage Reduction 3/–

14 ☐ Indomitable Will

15 ☐ Savage Sailor +5

16 ☐ Damage Reduction 4/–

17 ☐ Tireless RAGE!

18 ☐ Savage Sailor +6

19 ☐ Damage Reduction 5/–

20 ☐ Mighty RAGE!

MARINE TERROR

BREATH
DURATION

Constitution
Score

$$\text{rds} = 4 \times \text{Constitution Score}$$

Move normally through standing water or bog 1ft deep

Ignore the cover bonus to AC of targets partially immersed in water

EYES OF THE STORM

Level 2 Ignore concealment by fog, rain, sleet, mist, wind or other weather effects less than total concealment

Penalties to Perception due to weather are halved

SAVAGE SAILOR

SAILOR'S BONUS

Level 3 ☐ Bonus applies to Acrobatics, Climb, Profession (sailor), Survival and Swim checks made in aquatic terrain or aboard ship

SURE FOOTED

Level 5 No penalty when moving across slick surfaces, whether natural or magical

RAGE!

RAGE! DURATION
PER DAY

Barbaar
Level

Misc

RAGE!
TODAY

$$\text{rds} = 2 + \text{CON} + \left(\frac{\text{Kracht Score Bonus}}{2} \right) + \text{Misc}$$

$$\text{rds}$$

KRACHT
SCORE
BONUS

CONSTITUTIE
SCORE
BONUS

WILL
SAVE
BONUS

ARMOUR
CLASS
PENALTY

RAGE!

4

4

2

-2

GREATER RAGE!

6

6

3

-2

MIGHTY RAGE!

8

8

4

-2

Ability Modifier =
(Total Ability Score - 10) ÷ 2

STR

CON

PK

FATIGUED
DURATION

RAGE!
Duration

Strength Score
Penalty: -2

Dexterity Score
Penalty: -2

$$\text{rds} = \frac{\text{RAGE! Duration}}{2} \times 2$$

STR

D-1X

Cannot rage, run or charge while fatigued.

RAGE! POWERS

RAGE! POWERS
KNOWN

Barbaar
Level

Misc

$$\text{Known Powers} = \left(\frac{\text{Barbaar Level}}{2} \right) + \text{Misc}$$

(Naar beneden afgerond)

1

2

3

4

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