

SEA REAVER!

(BARBARIAN)

Barbarian
Level

BARBARIAN

Barbarian
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

$\text{rds} = 4 \times$

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

Barbarian
Level

Misc

RAGE!
TODAY

$\text{rds} = 2 + \text{CON} + (\times 2) +$

rds

STRENGTH
SCORE
BONUS

CONSTITUTION
SCORE
BONUS

WILL
SAVE
BONUS

ARMOR
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

AC

FATIGUED
DURATION

RAGE!
Duration

Strength Score
Penalty: -2

Dexterity Score
Penalty: -2

$\text{rds} = \times 2$

S-1R

D-1X

Cannot rage, run or charge while fatigued.

RAGE! POWERS

RAGE! POWERS
KNOWN

Barbarian
Level

Misc

$= (\div 2) +$

(Round down)

1

2

3

4

5

6

7

8

9

10

11

12

13

14