

# 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

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

$\text{rds}$

STRENGTH  
SCORE  
BONUS

CONSTITUTION  
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

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