SEA REAVER!

Barbarian Level

(BARBARIAN)	RAGE! DURATION PER DAY	Barbarian Level	Misc		RAGE! TODAY
BARBARIAN	rds = 2 + CON + ((× 2	+		rds
Barbarian Level 1	140	STRENTH SCORE BONUS	CONSTITUTION SCORE BONUS	WILL SAVE BONUS	ARMOUR 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 =	STR	CON		ΔC
7 🗆 Damage Reduction 1/—	(Total Ability Score - 10) ÷ 2	0, ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	2		1
9 □ Savage Sailor +3	FATIGUED RAGE! DURATION Duration	Strength Score Penalty: -2	Dexterity Score Penalty: -2		
10 □ Damage Reduction 2/—	rds = × 2	STR	DHX	Cannot rage, while fatigue	
11 Greater RAGE!	`	RAGE! PO	WERS		×
12 □ Savage Sailor +4	RAGE! POWERS Barbarian Level	Misc			
13 □ Damage Reduction 3/-) +			
14 Indomitable Will					(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	5				
rds = 4 ×					
Move normally through standing water or bog 1ft deep	6				
Ignore the cover bonus to AC of targets partially immersed in water					
EYES OF THE STORM	7				
Level other weather effects less than total concealment 2	4				
Penalties to Perception due to weather are halved	8				
SAVAGE SAILOR					
Level Bonus applies to Acrobatics, Climb, Profession (soiler) Symples and Swim	0				
checks made in aquatic terrain or	9				
aboard ship SURE FOOTED	10				
Level No penalty when moving across slick surfaces,	10				
5 whether natural or magical					
	11				
	12				
	13				

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RAGE!