

SEA REAVER!
(BARBARIAN)

Barbaren-
stufe

BARBAR

Barbaren-
stufe

1



Marine Terror
KAMPFRAUSCH!

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

16



Damage Reduction 4/-

17



Tireless RAGE!

18



Savage Sailor +6

19



Damage Reduction 5/-

20



Mighty RAGE!

MARINE TERROR

BREATH
DURATION

Constitution
Score

Runden

$\frac{F}{4} \times$

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

Stufe
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

Stufe
3

+

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

SURE FOOTED

Stufe
5

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

KAMPFRAUSCH!

RAGE! DURATION
PER DAY

Barbaren-
stufe

Sonstiges

RAGE!
TODAY

Runden

$\frac{F}{2} +$

KO

+

$(\frac{F}{2} \times 2)$

+

Runden

STRENGTH
SCORE
BONUS

CONSTITUTION
SCORE
BONUS

WILL
SAVE
BONUS

ARMOUR
CLASS
PENALTY

KAMPFRAUSCH!

4

4

2

-2

GREATER RAGE!

6

6

3

-2

MIGHTY RAGE!

8

8

4

-2

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

ST

KO

RK

FATIGUED
DURATION

RAGE!
Duration

Strength Score
Penalty: -2

Dexterity Score
Penalty: -2

Runden

$\frac{F}{2} \times 2$

ST

CE

Cannot rage, run or charge while fatigued.

RAGE! POWERS

RAGE! POWERS
KNOWN

Barbaren-
stufe

Sonstiges

=

$(\frac{F}{2} \div 2)$

+

(abrunden)

1

2

3

4

5

6

7

8

9

10

11

12

13

14