

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

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

Runden $\frac{5}{4} \times$

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 $5 + KO + (\times 2) +$

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 $\bar{} \times 2$

ST

GE

Cannot rage, run or charge while fatigued.

RAGE! POWERS

RAGE! POWERS
KNOWN

Barbaren-
stufe

Sonstiges

$= (\div 2) +$

(abrunden)

1

2

3

4

5

6

7

8

9

10

11

12

13

14