



tribality



# PIRATE ADVENTURERS FOR FIFTH EDITION

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## AHOY LUBBER!

*With PIRATE ADVENTURERS you can provide your players with new player character options for 5th edition to create pirate themed characters. These options can be used to play an entire campaign in a pirate setting, or just to provide a player with more pirate flavored options than provided by core 5th edition materials.*

*Allow your players to dive into custom backgrounds, equipment, feats and shipboard roles created just for their swashbuckling pirates and privateers.*

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## BACKGROUNDS

### VARIANT SAILOR: PRIVATEER

While pirates are often seen as fearsome and cruel criminals, the privateer is more often glamorized as a romantic hero. As a privateer your activities are similar to those of a pirate, but you are authorized by a country's government by letters of marque to attack the ships of its enemies. You could be a member of the nobility, a commoner or even a former pirate. What sets you above a pirate is your adherence to the Privateer Code, a set of rules to guide your conduct to be honorable and virtuous.

If you decide your sailing career involved privateering, you can choose the Friendly Shores feature instead of the Ship's Passage feature.

### VARIANT FEATURE: FRIENDLY SHORES

When you are in any settlement that is friendly to the flag you sail under, you are treated as a hero of the high seas. Everyone has heard the stories of your adventures and are inclined to think the best of you. Both nobles and common folk will make every effort to accommodate your requests in exchange for news of your adventures, unless you act dishonorably.

### VARIANT SAILOR: SHIP'S SURGEON

Ships rarely have a true doctor onboard and this role is often filled by the cook, carpenter or whoever says yes to the job. In the past you may have been a physician, surgeon, barber, carpenter or nurse who used non magical healing to treat your patients and create medicine. For whatever reason you became a ship's surgeon, your past medical experience (or lack of experience) is less important than your ability to focus and stop the bleeding when others panic.

If you decide your sailing career involved acting in the role of a Ship's Surgeon, you can replace the Sailor proficiencies and equipment with the variant proficiencies and equipment below.

**Skill Proficiencies:** Investigation, Medicine

**Tool Proficiencies:** Herbalism Kit, vehicles (water)

**Equipment:** Herbalism kit, a set of traveler's clothes, and a pouch containing 10 gp

If you decide your sailing career involved acting in the role of a Ship's Surgeon, you can choose the Dead Reckoning feature instead of the Ship's Passage feature.

### VARIANT FEATURE: DEAD RECKONING

Your experience healing fallen allies during combat has provided you with the ability to snatch lives back from death. When using a healer's kit you are able to heal a creature for 1 hit point. This ability can not be used again until you complete a long rest.

### VARIANT SAILOR: NAVIGATOR

You are a skilled navigator who has learned to combine your knowledge of cartography, sense of direction and superb sailing skills. Your past experience as a ship's navigator makes you invaluable on any sea voyage. You are used to keeping a daily log and maintaining charts, maps and navigation tools while on a ship.

If you decide your sailing career involved acting in the role of a navigator, you can replace the Sailor proficiencies and equipment with the variant proficiencies and equipment below.



**Skill Proficiencies:** Nature, Perception

**Tool Proficiencies:** Cartographer's tools, Navigator's tools, vehicles (water)

**Equipment:** A set of traveler's clothes, cartographer's tools or navigator's tools, a chart, and a pouch containing 10 gp

If you decide your sailing career involved acting in the role of a navigator, you can choose the Sense of Direction feature instead of the Ship's Passage feature.

#### **VARIANT FEATURE: SENSE OF DIRECTION**

Your skills as navigator make you an excellent ship's pilot, but they also have provided you with an excellent sense of direction. As long as you have a full view of the sun or moon, you can not become lost.

#### **VARIANT SAILOR: EXPLORER**

You grew up dreaming of sailing the seas, exploring the far edges of civilization and beyond in search of the unknown. You might have been drawn to a life of sea exploration for the love of discovery or to get rich finding lost treasures.

If you decide your career as a sailor has focused on exploration, you can choose the Secret Discovery feature instead of the Ship's Passage feature.

#### **VARIANT FEATURE: SECRET DISCOVERY**

Whatever reason you became an explorer, your journey brought you to some secret, mythical, far off, or otherwise inaccessible place from which only you returned. Only you know of the existence of this place and its secrets. Work with your GM on the specific details of the location and its people, dangers, treasure and more.

## **FEATS**

The following pirate flavored feats will allow your players to further customize their player characters.

### **DECK BRAWLER**

**Prerequisite:** *Sailor Background (includes variants)*

Accustomed to fighting on ships, barges or anything else that floats, you gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain a +2 bonus to initiative while standing on anything that is floating on water.
- Climbing doesn't half your speed.
- You can add your proficiency bonus to any check that involves boarding another sea vessel.

### **FLINTLOCK EXPERT**

Thanks to extensive practice with guns, you gain the following benefits:

- You are proficient with pistols.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a loaded pistol you are holding.
- You can use this feat for any pistols you are carrying that are loaded.

### **NIMBLE**

**Prerequisite:** *Dexterity 13 or higher*

You are built for speed, so you are built to get out of the way of an attack! Gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- Add +1 bonus to your AC while you are wearing light or no armor. This stacks with any other effect that add to your AC.



## WEAPONS AND AMMUNITION

A collection of pirate flavored weapons and ammunition to provide your players.

FIREARMS & EQUIPMENT				
NAME	COST	DAMAGE	WEIGHT	PROPERTIES
<b>Simple Melee Weapons</b>				
Bayonet	5 gp	1d6 piercing	1 lb.	Special
Belaying pin	2 sp	1d4 bludgeoning	2 lb.	Light
Boarding axe	2 gp	1d6 slashing	2 lb.	Light, thrown (range 20/60)
Dirk	10 gp	1d4 piercing	1 lb.	Finesse, light
Hook	5 gp	1d4 slashing	1 lb.	Light, special
<b>Martial Melee Weapons</b>				
Cutlass	15 gp	1d8 slashing	3 lb.	Finesse
Rapier	25 gp	1d8 piercing	2 lb.	Finesse
Scimitar	25 gp	1d6 slashing	3 lb.	Finesse, light
<b>Martial Ranged Weapons</b>				
Flintlock Pistol	125 gp	1d8 piercing	4 lb.	Ammunition (range 30/90), loading
Dragon Pistol	125 gp	1d6 piercing	3 lb.	Ammunition (range 20/60), loading, special
Blunderbuss	500 gp	1d8 piercing	8 lb.	Ammunition (range 20/60), loading, two-handed, special
Flintlock Musket	250 gp	1d10 piercing	8 lb.	Ammunition (range 40/120), loading, two-handed
<b>Ammunition</b>				
Lead Balls (40)	5 gp	-	1 lb.	Special
Pellets (40 handfuls)	40 gp	-	1 lb.	Special
Gunpowder (40)	10 gp	-	2 lb.	-

NOTE: The cost and damage of guns is lower than what is found in official sources. This adjustment was made to better fit a pirate world where flintlock guns are common, replacing crossbows of a more traditional game. To create more powerful guns simply increase Flintlock Pistols to 1d10 damage and Flintlock Muskets to 1d12 damage.





## SPECIALS

**Bayonet:** To attach or remove a bayonet from from a musket is a Use an Object action. Because bayonets are designed for use while attached to a musket. It counts as an improvised weapon that does 1d4 piercing damage (when used by itself).

**Blunderbuss:** This weapon can be fired normally or loaded to make a scattering shot, attacking all creatures within a 15 foot cone. Each creature in the cone must succeed on a DC 15 Dexterity saving throw or take 1d6 piercing damage. Using a scatter shot requires pellet ammunition.

**Dragon Pistol:** This weapon can be fired normally or loaded to make a scattering shot, attacking all creatures within a 15 foot cone. Each creature in the cone must succeed on a DC 15 Dexterity saving throw or take 1d4 piercing damage. Using a scatter shot requires pellet ammunition.

**Hook:** To attach or remove a hook from the wrist is a Use an Object action.

**Lead Balls:** This ammunition is destroyed when used. You do not get to find half of your expended ammunition.

**Pellets:** This ammunition is destroyed when used. You do not get to find half of your expended ammunition.

## ADVENTURING GEAR

A collection of pirate flavored gear to provide your players.

**Astrolabe** | 100gp | 6 lbs

Astrolabes determine the date and time (which takes 1 minute). At night, you are granted Advantage on Nature checks (related to geography) and Survival checks to navigate in the wilderness or at sea. To use one of these complex astronomical devices you must be proficient with navigator's tools.

**Bandana** | 1 sp

Colorful bandanas are used for sun protection or worn under a hat to make it more comfortable.

**Eye Patch** | 1 sp

Eye patches are worn to cover one eye and tie around the head, usually to cover injured or blind eyes. They are also worn to look more intimidating or to keep one eye covered when transitioning from the dim light of below decks to the bright sunlight above.

**Hat** | 1sp to 5gp | 1/2 lb to 2lbs

Often worn by pirates for sun protection and style, such as bicorn and tricorn hats.

**Nautical Chart** | 25 gp

Nautical charts display settlements, depth of water, shape of coastlines, currents, tides and navigational hazards such as reefs. A chart grants Advantage on Nature checks related to navigation when in the area detailed by the chart to those who are proficient with navigator's tools.

**Reed Breathing Tube** | 1 sp | 1/2 lb.

Use of a reed tube allows breathing 1-2 feet under the surface in calm waters. Using this device in rough waters is difficult or impossible.

**Sextant** | 500 gp | 2lbs

Used to determine latitude, a sextant grants you Advantage on Survival checks made to navigate while above ground at midday or at night. You must be able to clearly see the midday sun or stars to use this device.

**Spyglass** | 250 gp | 1lb

Objects viewed through a spyglass are magnified to twice their size.

**Tattoo** | 1 cp – 20gp (or free... ouch!)

Tattoos provide decoration, indicate group membership or can even provide an arcane focus. The quality, size, and the number of colors used in a tattoo determine its cost. Describe the tattoo you wish to have done to your GM to determine the price.



## SHIPBOARD ROLES

Player characters who spend a significant amount of time traveling on the seas should have an important role while they are on the ship. The following are typical roles on a pirate ship and provide additional abilities to offer players for use during naval combat encounters.

### CAPTAIN

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**Prerequisite:** Proficiency with vehicles (water)

The captain is the overall leader of the ship and his orders are to be obeyed absolutely. To disobey is mutiny and punishment is swift and often death. A pirate captain is usually elected, while a privateer is given command by attaining a captain's rank. Captains are often charismatic natural leaders or powerful and intimidating figures, they act as the face of the ship.

*As a captain you gain the following naval combat abilities:*

**Captain's Orders.** As a bonus action on your turn you can choose one creature (other than yourself) within 60 feet of you who can hear you. The creature gains advantage on their next attack roll, skill check or saving throw. You can not use this ability again until you complete a short rest.

**Weak Spot.** As an action you can look for a weakness in the defenses of the enemy's vessel. Make an Intelligence check with a DC of 15 (adjusted for conditions) to spot a weakness and give advantage on the next attack roll by your allies that targets that weakness until the start of your next turn.

### QUARTERMASTER (FIRST MATE)

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**Prerequisite:** Proficiency with vehicles (water)

The quartermaster (or first mate for privateers) is the second in command and is responsible for enforcing rules and acting as a counterbalance to the captain in decisions by representing the crew. The quartermaster is also responsible for splitting up any booty taken from a prize.

*As a quartermaster you gain the following naval combat ability:*

**Rally.** As an action on your turn you can choose a crew member (other than yourself) within 60 feet of you who can hear you. The creature gains advantage on their next attack roll, skill check or saving throw.

### PILOT

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**Prerequisite:** Navigator background

As the number three on the ship, the pilot reports directly to the captain. The pilot serves as the ship's navigator and is usually the best sailor on the ship. A pilot is also responsible for keeping a daily log and maintaining charts, maps and navigation tools.

*As a pilot you gain the following naval combat ability:*

**Evasive Maneuvers.** As an action on your turn you can take evasive maneuvers. Make a Dexterity (pilot) check with a DC of 15, success will grant your enemies disadvantage on all attack rolls against your ship until the start of your next turn. You can not use this ability again until you complete a short or long rest.

### BOATSWAIN

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The boatswain, or bosun, is responsible for the ship itself and keeping it in shape for travel and battle. He looked after the wood, canvas and ropes that were of vital importance on board. The boatswain oversaw activities such as dropping and weighing the anchor, setting the sails and leading shore parties when supplies or repairs were needed.

*As a boatswain you gain the following naval combat ability:*

**Order Repairs.** As an action on your turn you supervise repairs to the deck, hull, sails or rigging of the ship. The ship recovers hit points equal to 1d4 + your level.

## MASTER GUNNER

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**Prerequisite:** Proficiency with martial weapons

The master gunner is the person in charge of the ship's guns and his mates who assist him in his duties.

*As a master gunner you gain the following naval combat ability:*

**Order Broadside.** As an action on your turn you can fire all of the guns on one side of the ship at the same time (foregoing their normal turns). This allows you to make one attack roll for all cannons with advantage. On a miss, the attack does half damage.

## SHIP'S SURGEON

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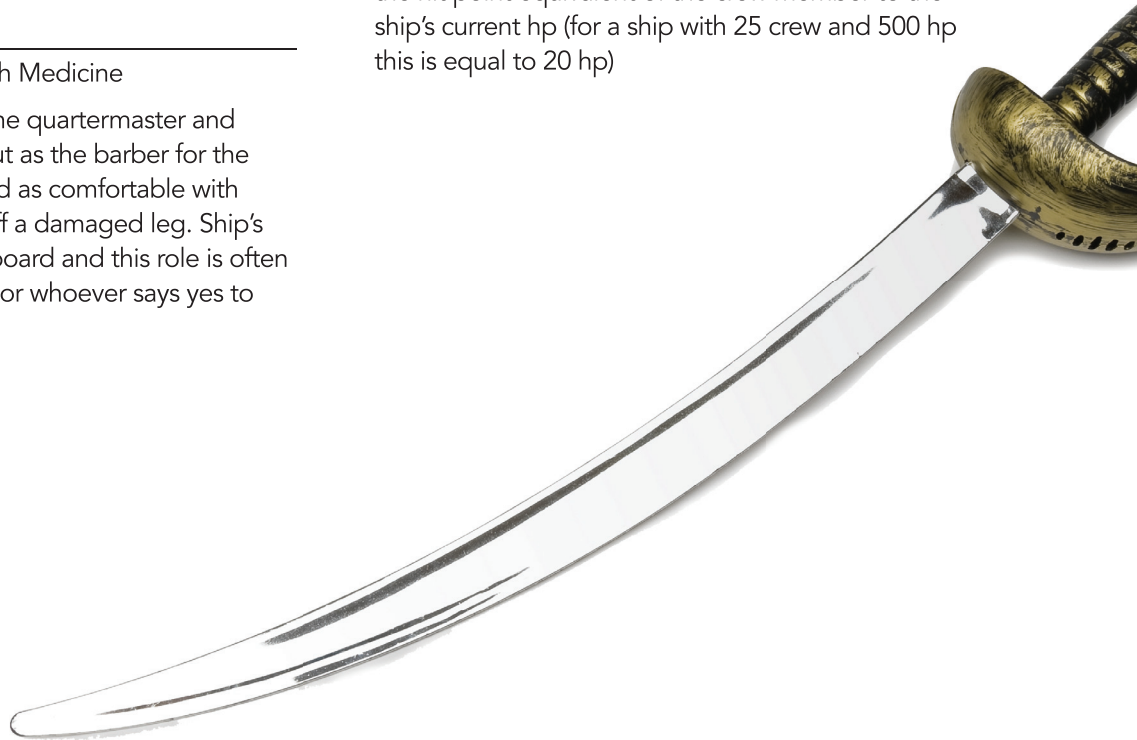
**Prerequisite:** Proficiency with Medicine

A ship's surgeon reports to the quartermaster and serves not just as a healer, but as the barber for the entire crew. A surgeon should as comfortable with shaving a beard as cutting off a damaged leg. Ship's rarely have a true doctor onboard and this role is often filled by the cook, carpenter or whoever says yes to the job.

*As a ship's surgeon you gain the following naval combat ability:*

**Revive Crew.** You can use your action to attempt to revive one crew member, which requires a DC 10 Wisdom (Medicine) check. Depending on how you handle naval combat, a success will either:

- stabilize a crew member that dropped to 0 hit points in the last 30 seconds that the surgeon can reach using their move
- return a crew member back to active duty or restore the hit point equivalent of the crew member to the ship's current hp (for a ship with 25 crew and 500 hp this is equal to 20 hp)







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