



PLAYER Paraphernalia



THE SALTY DOG
(BASE CLASS)



SEPTEMBER SPECIAL

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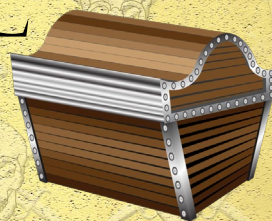
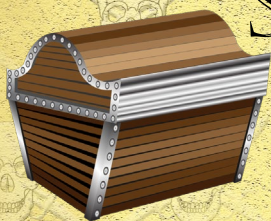
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PLAYER PARAPHERNALIA

SEPTEMBER SPECIAL

By the Knotty-Works



Welcome to a special September issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc®). In honor of Speak Like a Pirate day, this issue presents the Salty Dog, a mariner base class that not only likes to drink and swear like a sailor, he actually gets many benefits while doing so.

The Salty Dog

Born on the tides, there are those that are drawn to the life and freedoms found on the waves. The salty dog is more than just a sailor, he is a soul called by the siren song born on the salty breezes born over the infinite horizons of the sea. Piracy, looting, and drinking fulfill most of the salty dog's desires, not necessarily in that order. Being able to traverse the riggings of a ship just as easily as others climb stairs, the salty dog move effortlessly and nimbly in the most confined environments. And once he begins to imbibe, the salty dog learns to unlock his inner potential, awakening the true spirit of his inner self ranging from becoming more agile and fluid to confounding his enemies with his colorful language and rope handling techniques.

Role: When it comes to shipboard skirmishing and seaside tactics the salty dogs talents are invaluable. Nearly as nimble as an acrobat and deadly as a man-at-arms, the salty dog provides an excellent second line of offense, not as intimidating as a fully armored hulk but with his bag of tricks and ability to work very well with his mates he can provide a

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coordinated offensive that can be quite effective. If alcohol is available, the salty dog's abilities vastly improves in combat.

Alignment: Any non-lawful.

Hit Die: d8

Starting Wealth: 2d6 X 10 gp (70 gp average) plus one set of clothing worth 10 gp. or less

Class Skills: Acrobatics, Appraise, Bluff, Climb, Diplomacy, Disguise, Escape Artist, Intimidate, Knowledge (nautical)*, Linguistics, Perception, Profession, Sense Motive, Sleight of Hand, Stealth, Swim

Skill Ranks per Level: 4 + Int modifier.

Class Abilities

Weapon and Armor Proficiencies: The salty dog is proficient with simple weapons and weapons from the pirate weapons group. He is proficient with light armor and light shields. If the salty dog wears heavier armor or carrying a medium or heavier load some of his class abilities may be hampered.

Pirate Weapons Group: Boarding Axe, Boarding Gaff, Boarding Pike, Brass Knife, Cutlass, Rapier, and Short Sword.

Grogginess: The salty dog may gain grog points when he consumes alcoholic substances. When the salty dog drinks an alcoholic beverage he gains 1 grog point. He may consume a single beverage as a

*See New Skills

Salty Dog Progression Table

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+0	+2	+2	+0	Grogard, Run-a-Rig, Sea Bound Feat
2	+1	+3	+3	+0	Rigger +1
3	+2	+3	+3	+1	Run-a-Rig
4	+3	+4	+4	+1	Sea Bound Feat
5	+3	+4	+4	+1	Grogard +1, Shipboard Life
6	+4	+5	+5	+2	Rigger +2
7	+5	+5	+5	+2	Run-a-Rig
8	+6/+1	+6	+6	+2	Sea Bound Feat
9	+6/+1	+6	+6	+3	Grogard +2, Shipboard Life
10	+7/+2	+7	+7	+3	Rigger +3
11	+8/+3	+7	+7	+3	Run-a-Rig
12	+9/+4	+8	+8	+4	Sea Bound Feat
13	+9/+4	+8	+8	+4	Grogard +3, Shipboard Life
14	+10/+5	+9	+9	+4	Rigger +4
15	+11/+6/+1	+9	+9	+5	Run-a-Rig
16	+12/+7/+2	+10	+10	+5	Sea Bound Feat
17	+12/+7/+2	+10	+10	+5	Grogard +4, Shipboard Life
18	+13/+8/+3	+11	+11	+6	Rigger +5
19	+14/+9/+4	+11	+11	+6	Run-a-Rig
20	+15/+10/+5	+12	+12	+6	Old Salt

standard action which does provoke attacks of opportunity. The salty dog may have a maximum number of grog points at one time equal to his Constitution modifier, plus an additional point every four levels after 1st. Normally a character may consume a number of alcoholic beverages equal to 1 plus twice his Constitution modifier, but the salty dog may drink an additional number of beverages equal to the additional grog points he is granted based on his level.

Grog points are lost an hour after the beverage is consumed if not used. Rules for intoxication apply, though the salty dog may make Fortitude saving throws to temporarily put off the effects of his drunkenness. The DC to resist sickness caused from intoxication is 10 + the number of drinks the salty dog has consumed within the last hour. The salty dog may stave off the effects for a number of minutes equal to the number over the DC required rolled by the salty dog.

Run-a-rig: Grog points may be used to empower the salty dog's run-a-rigs, similar to the gunslingers and swashbucklers deeds. Run-a-rigs grant the salty dog a bonuses of varying length, many requiring the salty dog to spend 1 or more grog points while others may be active as long as the salty dog has at least 1 grog point. Run-a-rigs are restricted based on class level, and a salty dog may not use a run-a-rig of a higher level than his current class level. Run-a-rigs may be performed multiple times as long as the salty dog has the appropriate amount of grog points to perform the run-a-rig. If the salty dog is wearing anything heavier than light armor or carrying a medium or heavier load, he loses the ability to use most of his run-a-rig abilities.

Clearing the Decks (Ex): At 1st level the salty dog may spend 1 grog point as an immediate action when being attacked with either a melee attack or a thrown weapon, allowing him to move 5 feet. This is a

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normal movement that does provoke **attacks of opportunity** for those within reach (other than the original attacker) and the movement grants the salty dog a +2 dodge bonus to his AC against the attack that initiated this action.

Loosey-Goosey (Ex): At 1st level the salty dog may spend 1 grog point when he is attempting an **Acrobatics**, **Climb**, or **Escape Artist** check and add 1d6 to the result of the check before the result is determined. Only 1 point may be spent but if the salty dog rolls a 6 he may roll again adding the cumulative results. He may only add a total number of die rolls to the result equal to his Constitution modifier (minimum of 1).

Rig Monkey (Ex): At 1st level as long as the salty dog has 1 grog point, he may climb a rope (including ship's rigging) at half his normal movement rate as long as he has both hands free. At 5th level this run-a-rig also allows the salty dog to keep his Dexterity bonus to his AC if he is attacked while climbing.

Belay that Hand (Ex): At 3rd level as long as the salty dog has at least 1 grog point he may pick up any object that can be wielded with one hand and use it as a club without suffering any penalties for the improvised weapon. If the salty dog spends 1 point of grog he is considered to have the **Improvised Weapon Mastery** feat, gaining one step in the damage dealt and a critical threat range of 19-20

for X2 multiplier for a number of rounds equal to $\frac{1}{2}$ his class level.

Rope-A-Dope (Ex): At 3rd level the salty dog may spend 1 grog point as a **swift** while in the possession of a 20' or longer piece of rope to wield it as a **whip** for a number of rounds equal to $\frac{1}{2}$ his class level. The salty dog is considered to be proficient with the rope whip, allowing him to use it as both a close range and reach weapon though its use does provoke **attacks of opportunity**.

At 5th level the salty dog's skill with the rope whip increases and he is treated as having the **Weapon Finesse** feat while using the rope whip, allowing him to use his Dexterity modifier for any attacks made with the rope whip.

At 9th level the salty dog no longer provokes **attacks of opportunity** while wielding the rope whip and he may inflict either lethal or nonlethal damage with the whip.

At 13th level the salty dog's skill with the rope whip allows him to damage an opponent with a successful strike regardless of armor worn. He is also treated as having the **Improved Trip** feat while wielding the rope whip.

At 17th level the salty dog threatens the area covered by the rope whip and he is treated as having the **Improved Disarm** feat while wielding the rope whip.

Shiver-Me Timbers (Ex): At 3rd level as long as the salty dog has at least 1 grog point he cannot be caught flat-footed or be denied his Dexterity bonus to his AC even if the attacker is concealed or invisible as long as the salty dog is not helpless. If the salty dog spends 1 grog point as an **immediate action** during the surprise round in which he was caught off guard, he may still take either a **standard** or **move** action during his initiative.

Bilge Talk (Ex): At 7th level the salty dog may add a bonus to any **Intimidate** or **Bluff** checks equal to the number of grog points possessed. The salty dog may spend a point as a **swift action** to confuse an enemy into non-action. The opponent must have an Intelligence of 3 or higher and be able

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to understand what the salty dog is saying and is allowed a Will save to avoid the effect (DC $10 + \frac{1}{2}$ the salty dog's class level + his Charisma modifier). If the opponent fails the saving throw he is **dazed** for 1 round. If the opponent has $\frac{1}{2}$ as many hit dice/class levels or less than the salty dog's class level, the duration lasts for 1d4 rounds, though a new saving throw is allowed each round as a **standard action**.

Iron-Guts (Ex): At 7th level the salty dog may add the current number of grog points he possesses to all Fortitude saving throws versus non-magical diseases and poisons. At 13th level this extends to magical diseases and poisons.

In addition, if the salty dog suffers ability damage for Constitution, Strength, or Dexterity, he may spend the same number of grog points to stave off the damage.

Spook-the-Mook (Ex): At 7th level, if wielding a weapon from the pirate weapon group or an improvised weapon as a club, the salty dog may take a **standard action** to purposely miss an opponent he could normally hit with the attack. If he has at least 1 grog point, the opponent is denied any AC bonuses based on its Dexterity until the start of its next turn.

Horsnwaggle (Ex): At 11th level the salty dog gains the effect of **Evasion** and **Uncanny Dodge** rogue abilities while possessing at least 1 grog point. If the salty dog spends 1 point of Grog as an immediate action he gains the **Improved Evasion** rogue advanced talent until the end of his next turn.

At 17th level the salty dog also gains the **Improved Uncanny Dodge** while he has at least 1 grog point.

Ropes-End (Ex): At 11th level the salty dog gains many new tricks with the rope as long as he has at least 1 grog point. He may coil a rope as a **full round action**, he gains a +10 bonus to any escape artist checks if restrained by ropes or rope-like materials including cloth and vines, and he may throw a coiled length of rope as a ranged touch attack with 10 foot range increments at a maximum range of 30 feet. If successful, the target may



attempt to cut or burst his way out of the rope as a **full round action** or attempt to wriggle out of it with an **Escape Artist** check (DC $10 + \frac{1}{2}$ the salty dog's class level + his Dexterity modifier).

The salty dog may also spend a **full round action** knotting a 20 foot length of rope and then spend 1 point of grog to wield it as a spiked chain for a number of rounds equal to $\frac{1}{2}$ his class level. The salty dog is considered proficient with the knotted rope/spiked chain and it causes bludgeoning damage. At 13th level the salty dog is considered to have **Improved Trip** while wielding the knotted rope and at 17th level he is considered to have **Improved Disarm** while wielding the knotted rope while this is in effect.

Squiffy (Ex): At 11th level the salty dog may spend 1 point of grog to gain +2 dodge bonus to his AC for a number of rounds equal to his class level. In addition, he cannot be subject to **bull rush**, **dirty trick**, **disarm**, or **steal** combat maneuvers as long as he has at least 1 grog point. The salty dog's CMD also gains a bonus equal to the number of grog points he currently possesses versus **grapple** and **trip** attacks.

Master of the Breeze (Ex or Su): At 15th level the salty dog may make a Reflex save while falling if he is within reach of a rope or other handhold as long as he has at least 1 grog point. The DC is equal to $10 + 1$ per 10 feet fallen. If he succeeds, the salty

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dog takes no damage from the fall but still ends up either at the bottom of the location he was falling. The salty dog may spend 1 grog point to gain the effects of the **Feather Fall** spell as a supernatural effect as long as he is within hands reach of a rope or other surface that grants some sort of hand hold, treating his class levels as his effective caster level in regards to duration and effect.

Sea Dog (Ex): At 15th level, the salty dog may take 10 for **Acrobatics**, **Climb**, **Escape Artist**, and **Swim** checks as long as he has at least 1 grog point, regardless of the situation or danger the salty dog may be facing. The salty dog may combine this run-a-rig with the **Loosey-Goosey** run-a-rig gained at 1st level.

Swabbing the Deck (Ex): At 15th level, if the salty dog is wielding a pirate melee weapon and has at least 1 point of grog he gains a +4 dodge bonus to his AC and -2 penalty on all attacks if he chooses to fight defensively or he gains a +6 dodge bonus to his AC if he takes the **Total Defense** action. If he spends 1 point of grog and is within reach of an ally, he may spend a swift action to

aid another for the ally to grant the ally the +2 bonus to his AC against the next melee attack targeting the ally as long as it occurs before the beginning of the salty dog's next turn.

Black Spot (Ex): At 19th level, when the salty dog scores a critical hit while wielding a melee weapon from the pirate group he may spend 1 grog point to deal normal damage and then the target must succeed a Fortitude saving throw or instantly die. The DC for the Fortitude save is $10 + \frac{1}{2}$ the salty dog's class level + the salty dog's Strength modifier. This is a death attack and only affects living creatures that are susceptible to precision damage such as the rogue's **Sneak Attack**.

Kiss o' Jack Ketch (Ex): At 19th level, if the salty dog is reduced to 0 or fewer hit points and has at least 1 or more points of grog, he may spend them all as an **immediate action** to retain at least 1 hit point. If the effect kills the salty dog without dealing hit point damage will not be affected by this run-a-rig. The salty dog's armor type does not hamper this ability, if the salty dog wears medium or heavy armor or carrying a medium or heavier load, he may still use this run-a-rig.

Blow the Man Down (Ex): At 19th level the salty dog may spend 2 grog points when he hits an opponent, possibly stunning the creature for 1 round. The opponent must make a Fortitude saving throw with a DC equal to $10 + \frac{1}{2}$ the salty dog's class level + his Strength modifier. If the opponent fails the saving throw the target is stunned for 1 round and knocked prone. If the creature is immune to critical hits, it is also immune to this effect.

Sea Bound Feats: The salty dog gains a bonus feat at 1st level, 4th level, and every 4 levels thereafter. He must meet any prerequisites for the feat other than any race specific requirements. The salty dog may choose from the following feats: **Acrobatic**, **Acrobatic Steps**, **Agile Maneuvers**, **Alertness**, **Aquatic Combatant**, **Athletic**, **Back to Back**, **Betrayer**, **Bludgeoner**, **Boon Companion**, **Cartwheel Dodge**, **Catch Off-Guard**, **Close-Quarters Thrower**, **Combat Expertise**,

THE SALTY DOG

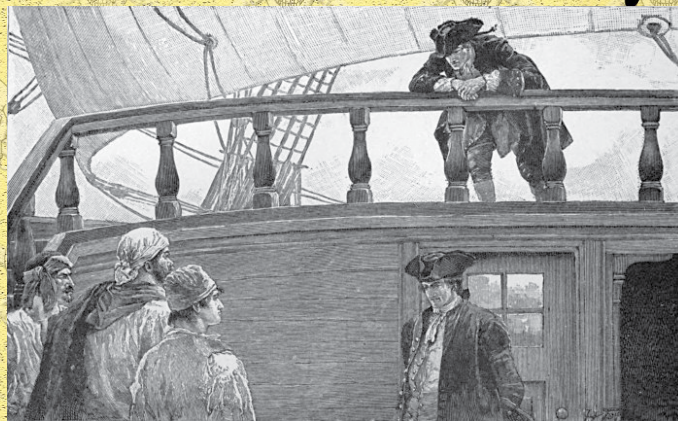
Combat Reflexes, Coordinated Maneuvers, Coordinated Reposition, Corsair, Cudgeler Style, Cudgeler Sweep, Cudgeler Takedown, Cut Your Losses, Deceitful, Deft Hands, Diehard, Dodge, Duck and Cover, Eagle Eyes, Endurance, Enforcer, Expanded Grog*, False Opening, Fast Drinker*, Field Repair, Following Step, Got Your Back, Great Fortitude, Greater Dirty Trick, Greater Two-Weapon Fighting, Improved Back to Back, Improved Dirty Trick, Improved Great Fortitude, Improved Initiative, Improved Two-Weapon Fighting, Improved Underhanded Teamwork, Ironguts, Just out of Reach, Lookout, Nimble Moves, Outflank, Pack Attack, Persuasive, Pin Down, Point-Blank Shot, Sea Legs, Second Chance, Shake It Off, Step Up, Step Up and Strike, Swap Places, Swift Aid, Target of Opportunity, Team Up, Throw Anything, Two-Weapon Defense, Two-Weapon Fighting, Under and Over, Weapon Finesse, and Weapon Focus.

*See New Feats

Rigger (Ex): At 2nd level, the salty dog gains a +1 bonus to both **Acrobatics** and **Climb** skill checks due to his ease of use while climbing and maneuvering aboard a sailing vessel. If the salty dog has the **Profession (sailor)** skill, he gains the same bonus. This bonus increases every four levels thereafter. The salty dog loses this bonus if wearing anything heavier than light armor, sporting a shield for protection, or carrying a medium or heavier load.

Shipboard Life: The salty dog gains special privileges and abilities as part of his grand adventures both on land and sea. Beginning at 5th level and every four levels thereafter the salty dog may choose from the following boons. No boon may be chosen more than once.

Anchor's Mate (Ex): For those occasions when being encased in steel is necessary while boarding a potential lugger, the salty dog gains proficiency with heavy armor. The salty dog's class abilities are still restricted while he is wearing the armor, but the armor check penalty is reduced by 1 point



per five class levels possessed by the salty dog (minimum of 0). The salty dog must have the **First Wave** boon before he may take this one.

Boarder Repeller (Ex): Trained in severing gaffs, ropes, and other items used to try to board a ship, the salty dog gains **Improved Sunder** as a bonus feat and does not need to meet the prerequisites.

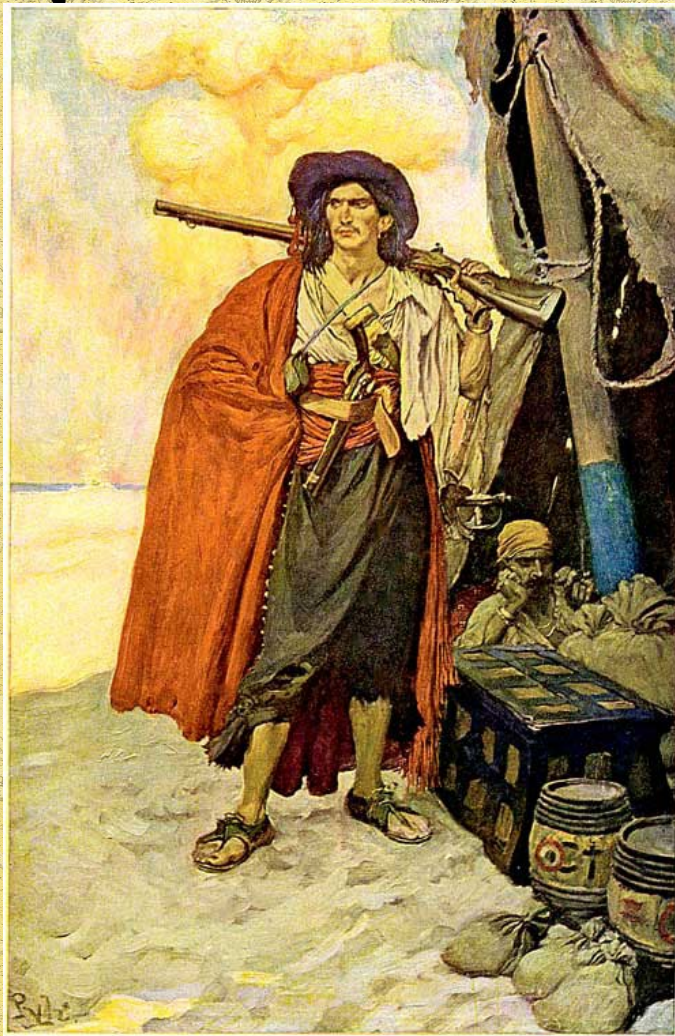
Crow's Nester (Ex): Extensive time spent in the crow's nest grants the salty dog a +1 competence bonus to all **perception** checks involving sight. This bonus increases by +1 per three levels beyond 5th with a maximum of +6 at 20th level.

First Wave (Ex): Driven to be the first one to board an enemy vessel, the salty dog gains medium armor proficiency as a bonus feat and medium armor does not hinder any of the salty dog's class abilities, though any restrictions for encumbrance still apply.

Friend For Life (Su): The salty dog gains a diminutive or tiny animal companion such as a parrot, rhesus monkey, or small cat or dog. This bond functions identically to the druid's **animal companion** class feature as an effective druid level equal to the salty dog's class level - 4.

Handy with the Blade (Ex): Short bladed weapons are the primary tool of the salty dog and he gains a +1 bonus to attack and damage rolls with any light or one handed slashing weapon. This bonus increases by +1 for every five levels beyond 5th possessed by the salty dog.

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One in Every Port (Ex): Spending quality time in any port he comes across, the salty dog gains **Knowledge** (history) and **Knowledge** (local) as class skills and gains a +1 bonus per five class levels in either skill as long as he has at least 1 rank in it.

Pirates Mercy (Ex): Dead victims drastically reduces the possibility for ransom. The salty dog may make a nonlethal melee attack with his weapon with no penalty to the attack.

Ship's Surgeon (Ex): Accidents and battle wounds are common on any pirate ship and someone has to be able to affix hook hands and peg legs. The salty dog gains **Heal** as a class skill and gains a +1 bonus per five class levels as long as he has at least 1 rank in that skill.

Two Handed Boarder (Ex): The salty dog gains the **Sword and Pistol** feat even if he does not meet the prerequisites. The salty dog may not take this boon until 9th level.

Old Salt (Su): The salty dog may choose two run-a-rigs that require 1 or more grog points that he has access and the cost of initiating the run-a-rig is reduced by 1 point (minimum of 0 points). If the run-a-rig's ability is reduced to 0 points the salty dog may use the ability as long as he has at least 1 grog point. If the run-a-rig has another ability that only requires the salty dog to have 1 grog point, he may use that ability even if he has no grog points.

New Skills

Knowledge (Nautical): Those that choose the nautical field of study may use this skill in place of the **survival** skill regarding avoiding natural hazards or getting lost while on open waters, surviving while on the open waters (all DCs are increased by 10) as well as the ability to track, though the DC modifier for the passage of time or rain increase from +1 to +10. In addition this field of study may be used for any general knowledge checks regarding nature and geography while on the open waters. The nautical field of study may be used for identifying any animals, dragons, humanoids, giants, magical beasts, or monstrous humanoids native to seas or other natural waterways as well as those of the aquatic sub-type.

New Feats

Expanded Grog

You seem to be able to hold your liquor more than most.

Prerequisites: Grogard class feature.

Benefit: The maximum number of grog points you may possess at one time increases by 1.

Special: You may take this feat more than once, increasing the maximum number of grog points by 1 each time you take it. However, the bonus grog points gained from this feat may not exceed your Constitution modifier (minimum of 1).

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Fast Drinker

You can chug down a draft as quickly as they bring them to you.

Prerequisites: Con 15+

Benefit: You may consume one alcoholic beverage as a move action rather than a standard action.

Holding Your Liquor

You are surprisingly agile and aware of the actions of others around you while you chug down a draft.

Prerequisites: Fast Drinker, Dex 15+

Benefit: You do not provoke attacks of opportunity while you consume a liquid beverage. This applies both to potions as well as other liquid consumables.

Sailor's Constitution

You have the unique ability to function no matter how inebriated you seem to get.

Prerequisites: Endurance, Con 15+

Benefit: You may consume a number of alcoholic drinks equal to 1 plus three times your Constitution modifier before you become sickened. Once sickened, after a number of hours equal to your Constitution modifier you are allowed to make a Fortitude saving throw to overcome the sickness. The DC is 10 + the number of drinks you consumed originally. If the alcohol was especially potent or magical the GM may increase the DC as deemed fit.

Publisher Notes

This product includes references to alcohol and intoxication. The thematic elements were designed to emulate many of the fictional characters found in contemporary movies and literature that have a penchant for such activities and seem to improve their abilities by doing so. The use of such elements as a game element in no way endorses the reckless or obsessive use of alcohol or other intoxicants

in real life. The Knotty-Works does not condone under-age drinking or performing activities that may harm



or endanger others while under the influence of alcohol or other substances.

Pathfinder as a whole does have some game mechanics in place to deal with addictions and alcohol as found under Drugs and Addictions in chapter 8 of the Game Mastery Guide. The grognard class ability builds upon the rules listed within the GMG under the Drunkenness side bar found on page 237 and a few of the feats listed within this supplement expand upon those basic rules. In addition, the Drunken Master monk archetype offered some insight as to how class abilities may be created that are empowered by intoxicants.

This class was created to capture more of the flamboyant characteristics of a sea-borne character as found in today's fantasy and fiction. Focusing more on the skills of acrobatics and climbing to represent the riggers of working on a large sailing vessel the salty dog offers more flavor than function. This doesn't mean that the class is any less powerful than other Pathfinder classes, but it is definitely designed more to fill a niche role in a sea or coastal based game or campaign.

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Each of the Spell Works Compendiums offer over fifty new and unique spells. Advancing with Class supplements offer new abilities for existing classes or introduce a new class with unique mechanics for the Pathfinder game.

