Rite Publishing Presents

101 Pirate and Privateer Traits



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101 Pirate and Privateer Traits

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> **Dedication:** To Neil Spicer —for the very idea of this book.

Special Thanks: to Owen K.C. Stephens and Will McCardell

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Designer's Note

The traits in this product are specifically designed as campaign traits to be used in sagas where the PCs are the pirate or privateer crew of a ship upon the high seas, and are specifically tailored to give new characters an instant hook into such a campaign. You can, however, select from this list of traits multiple times.

Also, as a third party publisher creating compatible products for the Pathfinder Roleplaying Game, I feel it is my duty to attempt to go beyond the rather boring traits that add +1 to two skills, or other minor bonuses that traits usually give. We are here to push the envelope without tearing it, to bend but not break the game. So you will find a number of unique and unusual feats with an eye for balance and sometimes, when I felt the need to go beyond the normal power of a trait, I included a hindrance. Finally, traits in the Pathfinder Roleplaying Game are usually written to be as simple as possible, with very little need or room for GM adjudication. I wrote this book intending these traits to be in the hands of GMs with experience; they are intended for the GM who is fully capable of making judgment calls and sensible rulings. Still, I strived for balance and playability, but I made sure not to over-define concepts or regulate them too heavy-handedly. GMs have room to make these traits their own.

Accursed Corsair: At some time in your past you have committed some transgression against some heathen or pagan religion and been cursed by their profane powers. You are cursed like an oracle (if you are an oracle you gain an additional curse); this curse is chosen by the GM and comes with a benefit as well as a hindrance. This choice is made when you gain the trait, and once made, it cannot be changed. The curse cannot be removed or dispelled without the aid of a deity. This curse works exactly like an oracle's curse except your oracle level is equal to you character level.

Aeronaut: You have you a natural inborn gift and have been trained in the arts of aviation as a sky pirate or privateer. You gain Fly as a class skill; you can use this skill to operate any flying vehicle or ride any flying creature.

Agent of the Company: You have worked for or currently are working for a powerful merchant company that operates with near impunity under a government charter. Your starting wealth is that of a character one level higher than you are.

At Rope's End: You are well acquainted with the harsh discipline of life aboard ship having been flogged many times for your transgressions so that now you know how to prepare yourself to be inured to pain and abuse. Once per week as a swift action you



Accursed Corsair

can choose to gain damage reduction X/- for 1 minute where X is equal to your character level.

Avast! Belay That and Heave Too!: You know how to mimic the voice of command, having learned it aboard ship or gained it by some inherent talent. Once per day as a free action if you use a spell or effect that would result in the cowering, entangled, fascinated, grappled, helpless, nauseated, paralyzed, petrified, pinned, staggered or stunned condition you can choose to add +1 to the DC of that spell or effect's saving throw or add +50% to that spell's or effect's duration.

Balance the Books: A friend or allied NPC has accrued such a debt to you that, no matter what happens, be it imprisonment or death, that person will sacrifice him or herself so that you can escape. Once, if you are imprisoned and cannot escape, you may have the NPC this is associated with this take your place, so you can escape. This ally could also arrange for you to be brought back from the dead, though that NPC ends up sacrificing its life to make this happen. Regardless of which happens, this NPC will consider its debt paid.

Batten down the Hatches: You have learned how to prepare for the worst. Once per week you can ready an action as a swift action.

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Bloodthirsty Pirate: Much like how a shark responds to the detection of blood, the sight of blood stirs you to a minor frenzy. You are this way because you were raised with the ideals of raping, pillaging and burning while living on a pirate ship since a very young age. Once per day if you deliver an attack that immediately causes an opponent to die, you gain several benefits. You gain a +1 morale bonus to damage and a +2 morale bonus on Will saves. These benefits last until the end of that combat encounter. Note that you must deliver a blow that slays a conscious, active opponent. You cannot *coup de grace* or kill a helpless foe to gain this benefit.

Blue-Blooded Corsair: You were born into a powerful family within a well-organized state. You were very well educated, taught from a young age to be a leader, not a follower. Your house, however, has slipped into decadence, decline or has been all but destroyed, forcing you into the life of a pirate or privateer. But the training of your youth has not deserted you, your background in political machinations sometimes gives you an edge in such matters (though sometimes it can offend those who dislike aristocrats). Once per day when you fail a Diplomacy or Intimidate check, you make a second roll, taking the second result even if it is a worse result.

Brethren of the Coast: You and others like you follow a very specific code of conduct that makes you loyal to your allied pirates and privateers. You would never harm or take plunder from them no matter what forms of duress are used, nor what logic and common sense suggest. Once per day if a charm or compulsion spell or effect would cause you to harm an ally you get a second saving throw to negate its effects with a +4 morale bonus to the saving throw.

Bring A Spring Upon Her Cable: Once per day when an opponent makes a charge attack against you, you may move 5 feet as an immediate action. This movement does not provoke attacks of opportunity, and you forfeit any other 5-foot step this turn. Your opponent may still be able to attack you if you are within reach, but he loses the normal +2 bonus to the attack roll and any bonus to damage due to charging, though he still takes the -2 penalty to AC for making the charge. (If you are currently prevented from taking a 5-foot step, you may not benefit from this trait.)

By Land or by Sea: You are one of the rare types of merfolk who can alter their form, from having a fishlike lower body to having actual legs. Once per day you can change your form from a merfolk to a bipedal human form, losing your swim speed and gaining a base land speed of 30 ft. You gain the amphibious special quality. Changing form takes 1 full round during which time you are flat-footed. You automatically revert back if you are immersed in water. Only a merfolk character can choose this trait.



By Land or By Sea

Captain's Compact: At some time in your past, you cut a deal with a pirate captain because you believed you had no other choice (regardless of whether you did or not). Perhaps you helped the pirate escape from execution so that you could rescue a bonny lass, perhaps the pirate captain spared you life, and gave you a ship in exchange for some future service, or perhaps you exchange privateer plans you possessed for the plans of other pirate ships. Once per week, based on what you learned from that compact (you must explain to the GM how it applies), you can use a different skill in place of another skill check (for example using your Diplomacy gather information check in place of Knowledge check because you convinced the pirate captain to tell you what you needed to know).

Child of the Bloody Captain: Your father or mother was an abusive pirate captain who mistreated you at every opportunity, yet you still strive for your parent's approval with every deed, having learned to overcome many different kinds of physical abuse. Once per day you can ignore the effects of any one of the following conditions for 1 round per character level you possess: bleed, cowering, disabled, frightened, panicked, shaken, staggered, or unconscious. **Child of the Sea:** The sea is your home, whether you grew up on the coast or have spent more time aboard ship than on dry land. You ignore any penalties to fighting aboard ship due to heavy seas or swaying decks. You gain a +2 bonus to all Acrobatics checks.

Combat Couple: The romance between you and your significant other has a great deal of background involving violence and battle to such an extent that you both can fight together extremely well. Once per week if your significant other is within line of sight you can grant him or her the benefit of one of your feats, though your significant other must meet the prerequisites for the feat.

Corsair's Corps-A-Corps: You enjoy dueling and sometimes like to lock blades with your opponent, toss out taunts or threats, or afterwards attempt some form of unconventional attack. Once per day you lock melee weapons with your foe in an attempt to try to gain a position for an attack by jockeying around so that the 'strong' side (the half closer to the hilt) of your weapon is pressing against the opponent's 'weak' side (the other half); you can do this in place of a melee attack. Doing this you gain a +4 circumstance bonus to a combat maneuver check made as part of your next melee attack (even if it is normally a standard action) against your target and you do not provoke an attack of opportunity when performing that combat maneuver.

Crack Jenny's Tea Cup: You have spent a great deal of time in houses of ill repute and learned a great deal about the arts of seduction from those who work there. Once per day as a free action if you cast a spell or effect of the charm subschool you can choose to add +1 to the DC of that spell's or effect's saving throw or add +50% to that spell's or effect's duration.

Crewed by the Damned: Perhaps it was a crew cursed to never live or die, perhaps it was some infestation of bizarre aberrations, or perhaps it was a true ghost ship, but you are the only living survivor or escapee of a vessel of horrors. Once per day you reduce a fear effect by one step (negating the shaken condition).

Crimp on Account: You have an innate gift for deceptions honed by a life of tricking sailors and landlubbers into joining a pirate crew. Once per day if you cast a spell or effect of the illusion school you can choose to add +1 to the DC of that spell's or effect's saving throw or add +50% to that spell's or effect's duration.

Cutlass between the Teeth: Your life on the seas has given you a need to have your hands free for swimming or climbing the rigging. You can use this trait with any weapon that does not have a blade on both sides; you hold the weapon in your teeth. You can put a weapon there and arm yourself with it as a free action.



Child of the Sea

Dangerous Peg-Leg: You are missing one of your legs and have a prosthesis attached; more specifically, you have an artificial limb of carved wood fitted to the remaining stump of your leg. You cannot run and suffer a -2 penalty to Acrobatics and Climb checks along with a -2 penalty to your CMD. You have, however, made a number of modifications to your peg-leg; you can use it as a weapon, you are automatically proficient with it (treat as a club appropriate to your size), and as long as it is attached you are considered armed. The leg is also hollow so you can store things inside the leg. Some folks have been known to spend considerable resources on their peg-legs so that they can function as firearms or multi-tools.

Dead Men Tell No Tales: You have a special aptitude for leaving no witnesses to a murder, honed by a life of bloody but stealthy raids along the coast. Once per day as a free action, if you use a spell or effect of the necromancy school that renders a living creature dead, you can choose to have the remains (but not its gear) be consumed by the spell or effect.

Don't Impugn Me Honor!: You might be a corrupt, lawless pirate, prone to plunder, but certain barbarous acts offend even you. You especially don't condone wholesale slaughter; at the very least, it means less prospective slaves, victims, and/or customers for illicit or smuggled goods. You are especially careful about keeping your literal word. Once per day, for the duration of that encounter, if someone insults you by accusing you of an act that you did not commit, you deal an additional +1d6

points of damage against that individual with each successful attack; if the attack offers a saving throw, you deal this damage only if your opponent fails the save.

Down to Davey Jones' Locker: You have an intrinsic aptitude for dealing out death and murder honed by a life of bloody raiding upon the high seas. Once per day as a free action, if you use a spell or effect of the necromancy school, you can choose to add +1 to the DC of that spell's or effect's saving throw. If that subject fails its save against that spell or effect you deal an additional 1d6 points of damage for every 4 character levels you possess (to a maximum of +5d6 at 20th level).

Eyepatch of Grit: You have learned to compensate for the loss of your eye and even learned how to gain ceremonial power from this injury. You suffer no penalties to Perception or depth perception from the loss of your eye while you wear an eyepatch (normally -2 to Perception and double range penalties).

Face Death with Dignity: You were captured by pirates and given choice of joining them or else; you, however, were defiant to the end, even telling them they would hang for their crimes, but that if they spared you, you would put in a good word for them. Before they could execute you, allied Privateers or the Navy saved you. Or perhaps they did kill everyone and spared you, so you could put in a good word for them. Having faced down your death, though, you have a unique reaction to it. Once per week, if you are suffering from a fear effect of any kind, you gain a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, along with a -2 penalty to AC. If you are frightened, you remain in place and gain the confused condition for the remainder of the fear effect, except you treat all results of "attack self" as "do nothing" and treat "attack nearest creature" as "act normally." If you are panicked or cowering, you remain in place and gain the confused condition for the duration of the fear effect.

False Flag: You know how to make your opponents believe someone else is attacking them or has attacked them. You can use your Disguise skill on a pirate or privateer ship to make the crew of another vessel believe a ship belongs to a different organization or nation. Creating a disguise requires $1d_3 \times 10$ minutes of work (and may vary by the size of the ship per GM adjudication). As you hoist a false flag, you also use oils, dyes and potions to change a ship's tones, use objects to change the ship's silhouette, and pull out a banner to change the ship's name. Using magic (such as the polymorph any object or mirage arcana) reduces this action to the time required to cast the spell or trigger the effect. You make the Disguise check as normal with a +1 bonus, and the opponent in the crow's nest makes a Perception check to identify the ship. So long as no one on your crew overtly breaks character, failure results in the entire ship



Face Death with Dignity

accepting this misidentification even when you attack and board them.

Fight Like a Pirate: Sometimes society enforces honorable rules upon the conduct of combat and even when in a situation where those honorable rules are not enforced some people still fight honorably; you are not one of those people. You gain a +1 competence bonus to all combat maneuver checks.

Fire in the Hole: You have an special aptitude for not injuring your allies with your spells or effects, honed by a life of violence upon the high seas. Once per day as a free action, if you use a spell or effect of the evocation school that would injure an ally, you can choose to negate its affects against that one ally.

Fountain of Youth: You discovered a fountain of youth long ago but the memory of its location has been stolen from you. You again a +2 inherent bonus on saves against aging effects. In addition, choose an age one category less than your actual age.

From Jack Ketch to Picaroon: You will ally with anyone, and surprisingly, you can convince even your enemies to form temporary partnerships so long as you share the same goals. Once per week you can shift a humanoid NPC's attitude from Hostile to Helpful if that humanoid fails a Will save (DC 10 + 1/2 your character level + your Cha modifier), as if you had made a successful Diplomacy check; a successful save results in the Hostile humanoid NPC attacking you.

Given Booty: Another character has given you a gift, reinforcing the importance of your relationship to that character; it could have been the pirate captain who mentored you giving you a spyglass, the noble who owns your privateer vessel giving you a compass, the navy's commodore giving you his sword, or your sailor father giving you his boot knife. Once per day as a free action when you use the item in its straightforward function, you gain a +1 luck bonus for one round. For example, if it is a weapon, you gain a +1 bonus to attack rolls for one round with it. If it is a harness of armor or a shield, you enjoy a +1 luck bonus to Armor Class for one round. If it is a lock pick, you gain a +1 luck bonus to use it for one round. This item can be enchanted as a magical item even if it's not. If the item is ruined, you lose all the benefits of this trait.

Grant Quarter: You have been trained by a benevolent or enlightened captain how to spare the lives of your enemies (possibly just to convince them to surrender). Once per day you can choose to have one of your attacks that would slay an opponent render them unconscious instead by dealing nonlethal damage instead of lethal damage; you can choose to do this at anytime during your turn.

Head Start: You forged a powerful bond or performed a worthy deed that, while it does not absolve you of your crimes for piracy, it did cause an authority figure to delay pursuit after your escape by one day; regardless you always seem to get some type of advantage when it comes to chases. Once per week you can be very fortunate during a chase (whether you are pursuing or being pursued): a boat is available when you leap from a bridge, a rope waits for you to swing across to another ship, and so forth (though whether your Acrobatics and Climb checks succeed, of course, is another matter entirely). You could run to the edge of the cliff, jump off without even slowing down, and then activate this ability, informing the GM that just then a giant eagle was rising up from catching a large fish in the water, you landed on its back, and even managed to hang on. Though the GM could then have it try to scrape you off against the opposite cliff face.

Hoist the Colors: You have a token of membership (a flag, a medallion, a tattoo, a branding, etc.) into an elite pirate or privateer faction (even if you are not a member) that cannot be denied by members of the faction (as it is tied to superstitions or a code of conduct). Chose the faction you belong to when you take this trait; once chosen it cannot be changed. Once per week you can change the attitude of an NPC member of that faction to Helpful as if you had made a successful Intimidation check by presenting the



Hoist the Colors

token forcefully and calling upon the token's significance to that faction.

Hook-Hand: As a form of artificial limb, you have a hook or harpoon replacing one of your hands. You are always treated as armed and are automatically proficient with it as a weapon (treat as a dagger); you cannot wield a weapon that requires two hands, but you suffer no penalties when spellcasting. Once per day if using it to perform an ability check, skill check, or to make an attack roll, you gain a +1 competence bonus to that roll. This weapon can be enchanted even though it is not of masterwork quality.

Hornswaggled Davy Jones: After hearing a prophecy that says you're going to meet your end at the hands of a certain pirate crew, you begin a quest to avert, avoid, or prevent the prophecy. And if you cannot do that, at the very least you're working on a way to survive after the end. But you also embrace all of this as a form of immortality, since you believe you cannot die from anything unrelated to the prophecy. Once, if you are ever slain by an effect other than one related to the prophecy (subject to GM adjudication), you can negate the attack or effect that would result in your death.

Hung from the Yardarm: Everyone you have known believes you are dead. You may have faked your death, been raised, resurrected, animated, reincarnated, or come back as a restless soul (see *In The Company of Monsters* by Rite Publishing). Hence forth, if an ally brings you back to life, your body (or even a part of it, time of death, or place of birth) is never required to raise or resurrect you and it does not matter how long you have been dead.

Iron Man of the Wooden Ship: You can shrug off wounds that would kill a lesser man. Once per week, as a standard action, you may convert a total amount of lethal damage to nonlethal damage equal to your character level times your Constitution bonus (minimum of 1). You do not have to use this ability all at once; you may apportion your total among several uses. You have until the trait resets in a week to use all the points.

It May Help Ye Run a Rig: A supernatural character from your past, such as a voodoo priestess, a member of the crew of the damned, or a mythical pirate gave you a seemingly useless item of junk (your choice or subject to GM adjudication). Once during the current campaign arc, you may tell the GM an improbable but not impossible non-combat use for the item. If its use involves a skill check add a +2d10 luck bonus to the roll and if it involves an ability check add a +2d6 luck bonus to the roll. (A GM can grant an additional use of this ability by granting the subject a different useless item of junk at the start of a new campaign arc.)

Jack Ketch Stare: You possess a calm, murderous look often coupled with a tensed menacing posture, deadly stillness, and stony silence conveying a depth of anger and potential violence. Once per week you can demoralize an opponent as an immediate action (see the Intimidate skill).

Keep to the Code: You believe in the pirate code of the Brethren of the Coast and will meet the scurvy dogs that violate it with swift and furious vengeance. Once per day for the duration of a single encounter you deal an additional +1d6 points of damage against opponents who have violated a code of conduct they once agreed to (subject to GM adjudication); activating this ability is a free action.

Langridge: You know a bit about using whatever is available as a weapon. Once per day as an immediate action you can pick up loose boards, catapult shot, or any other flotsam that might happen to be lying about and use it as a deadly weapon. Regardless of the item, the improvised weapon deals 1d6 (x2 on a critical hit) points of slashing, piercing, or bludgeoning damage (as appropriate to the item). Long items (such as ladders) have reach according to their length, and items with many protrusions (such as chairs) give a +2 circumstance bonus on Disarm combat maneuvers. You are automatically considered proficient with this improvised weapon and suffer no penalties in its use. This ability functions for 3 rounds.

Leave Me A Pistol: You were considered a traitor or a disgrace by the crew or captain of your ship, but for some reason you were exiled or about to be put on trail; then someone came with a pistol. You were left alone, marooned in a cell, or just dumped in a room. Despite what's happened, you have chosen another course: perhaps revenge, perhaps redemption, and you have chosen to keep the pistol as a token of



Jack Ketch Stare

remembrance. Once (and only once) if you make an attack with this pistol you can choose to automatically threaten a critical if you hit with the attack roll. This pistol can be enchanted even though it is not of masterwork quality. (A GM could allow a second use of this trait if the character starts a new campaign saga.)

Letter of Marque: You have a document giving you and your crew amnesty from piracy laws as long as the ships you and your crew plunder are of an enemy nation. Once per week you can attempt a Diplomacy check by displaying your letter of marquee to attempt to change to Helpful the disposition of a member of the government who issued the letter.

Leviathan's Nemesis: Your ship and crew, or perhaps the ship or crew of a loved one, has been taken down to Davy Jones's locker by some monster of the deep; for this you have sworn vengeance against the creature. Once per day, against a creature with the aquatic subtype, you deal additional damage to that creature based on how much larger it is than you (see below).

Number of Size Categories Larger	Additional Damage Dice
1 size category	+1d6
2 size categories	+2d6
3 size categories	+3d6
4 size categories	+4d6
5 or more size categories	+5d6

Line Up and Blow the Man Down: You have an inborn aptitude for making a the right shot count when you are given the time. Once per day before making a ranged attack, you may spend a move action to line up your shot to gain a +4 circumstance bonus on your next attack roll. Once you begin aiming, you cannot move, even to take a 5-foot step, until after you make the attack or the benefit of this trait is lost. Likewise, if your concentration is disrupted or you are attacked before your next action, you lose the benefit of this trait.

Love of the Mermaid: You and a member of an undersea race that cannot live on the surface world for long have fallen in love. The difficulties of a different culture and the insurmountable obstacles of water and air keep you apart. Once per week if immersed in the ocean and in danger, you can state a set of circumstance whereby your paramour saves your life (subject to GM adjudication).

Mad Matey: You have been driven mad, perhaps you were left marooned on a deserted island for too long, or your ship was trapped in becalmed doldrums and you were the only man to escape, or perhaps you were left to rot in a gibbet cage after the authorities died of disease. Regardless, somehow you always seem to have the correct solution to a given situation. Often due to the insight of your madness, you improvise the right solution to a problem faster and more often than almost anyone else can. You suffer from some form of insanity/madness affliction and if you are ever cured from that affliction you lose the benefit of this feat. In game terms, the player can ask the GM to modify a roll once per game session as a free action, but, with regard to a specific problem. This substitution should always be tied to a game mechanic, such as: • Rerolling a botched skill check with a second, related skill. For instance, after failing a Bluff check, you may immediately use your mad matey ability to make a Diplomacy check as perhaps your target takes pity upon the mad. The first, failed check is ignored. • Changing the last move action in progress, such as changing running movement down a hallway into a Climb check when you discover a nest of snakes in the hall, because every madman knows where the nest of snakes is.

• Substituting a skill check for a saving throw, such as making an Acrobatics check to get over a pit instead of a Reflex save to avoid it as you were doing summersaults down the hall, or using a Religion check instead of a Fortitude save after eating poisonous berries because you had a divine vision.

Maelstrom's Fury: You are known to have a white hot temper that always seems to be simmering, and when you unleash your wrath it explodes like a furious storm. If an attack would deal 50 points of damage, render you unconscious, or kill you, you make a single attack (melee or ranged) at your full attack bonus before you suffer the damage, are rendered unconscious, or slain (though you cannot negate the effect with this attack). [If you are unarmed, but have



Mad Matey

the Quick Draw feat, you may use that feat to arm yourself for this attack.]

Master of Parley: You always seek to bribe, negotiate, trick or otherwise parley your way out of troublesome situations. As such, you have learned numerous ways to call for a parley. Using your skills of persuasion, once per week you call for a temporary halt to the fighting. Your enemies halt to listen, but they remain alert and ready for a trick. As a move action, you call for an end to the fighting and are considered flat-footed until the beginning of your next turn. Your opponents ready actions to attack when you or your allies attack or take a threatening action. You may then parley as normal with your foes. Your GM may consider your foes to remain active on their initiative counts. Combat does not end until both sides have stepped down from their alert standing. If your parley fails (such as via failed Diplomacy checks), violence can erupt again.

Monkey Hand: You are missing an arm; you cannot wield a weapon that requires two hands but you suffer no penalties when spellcasting. You gain a monkey as a familiar as if you were a wizard with a class level equal to your character level. This monkey assists you in key ways for most two handed tasks so that you

suffer no penalties such an opening locks and climbing. If you have other means (such as from your class) to gain a familiar, the monkey from his trait takes the place of that familiar (you cannot have two).

More Booty: You have an obsessive habit; you cannot seem to stop rummaging through every nook and cranny for things that could be of value. Once per day you can make an Appraise check (DC 15 + item's caster level or the encounter level which granted the treasure) as a swift action to locate the item most valuable to you within your line of sight (GM adjudication). Items protected from divination magic are immune to this ability. Items on your person or those of your allies are not counted unless you want them to be.

More Pieces of Eight: Money, and a lot of it, be it gold, jewels, magic, or pieces of eight (a coin worth eight bits of a lesser coin) is what you desire, and you go to great lengths to sate your avarice. Once per week you can convince your allies that the item you have looted using this ability belongs to you if your allies fail to make a successful Will save (DC 10+1/2 your character level+ your Int modifier). Regardless of the result, the PCs do not know they were required to make a save nor that you attempted to use this ability.

Mortal Gibbet: You truly believe yourself to have been a deity of the sea that has been trapped within a mortal shell; robbed of your divine knowledge and power, you constantly look for a way to be free. Everyone else thinks you're mad, but you know the truth! Either due to your madness or from a remnant of your sacred power, once per week you are able to use any one divination spell, with a spell level equal to or less than half your character level, as a spell-like ability (though the casting time is the same as the spell rather than a standard action). The caster level is equal to your character level.

Mutineer: You led a mutiny aboard a naval vassal that failed; the captain clapped you in irons and sentenced you to hang. However, through another betrayal, you escaped, but you still have a bounty on your head for privateers to earn, and a gallows waiting for you if the proper authorities get their hands on you. Having learned how and when to properly betray a supposed friend, once per week you can effectively use an adjacent creature that thinks you are its ally as a shield. You take no damage from a single attack while the supposed ally suffers full damage (no save, including area affect attacks).

Natural Buccaneer: You have an inherent gift when properly armed with a weapon and a firearm. Once per day for one round when armed with a one-handed melee weapon in your primary hand and a one-handed firearm in your off-hand, you only take a -2 penalty on attack rolls made with either weapon.

Natural Swashbuckler: You have an innate talent for riposting the strike of an armed assailant. Once



More Pieces of Eight

per day as a swift action, if an adjacent opponent misses you on its next melee attack in the round after you use this ability, you may spend a use of your available attacks of opportunity to make a single attack of opportunity with a light weapon against that opponent.

Navy Marine: You have spent time in a professional navy, serving as part of a few boarding parties and sometimes as a gunner, and you know how to gain the best use of the weapons available aboard ship. Once per day you can add +1 to the damage dealt by a belaying pin, a buckler, cannon, cutlass, firearm, grappling hook, scimitar, or whip. This bonus lasts for the duration of that combat encounter.

Never Fall Behind: You understand better than anyone else that if you fall behind, you will be left behind by the members of your crew, so you go to great lengths to make sure this never happens. Once per day, when an opponent provokes an attack of opportunity from you, you may forgo the attack of opportunity to make a partial withdrawal. As an immediate action, you may move up to your speed in a straight line away from the opponent. You do not provoke an attack of opportunity from the opponent from whom you fled, but you do provoke attacks of opportunity as normal from other creatures. Your initiative is not affected, but you may take only a move action on your next turn.

No Quarter: You have been trained by a hard life at sea how to respond to a captain's order to grant no quarter to the enemy. Once per week as part of a move

action you can perform a coup-de-grace with a melee weapon that does not provoke an attack of opportunity.

Nom De Guerre: You have a famous or infamous pseudonym based on some exploit that is assigned to you (regardless of whether you actually performed the deed accredited to you). Once per day you can invoke the power of your name by informing an opponent, causing him to be shaken for 1d3 rounds on a failed Will save (DC 10 +1/2 your character level + your Charisma modifier).

Obsessed with Treasure: You start play with a treasure map for an unknown island in an unrecognized location. You have a simple plan to discover the location to which the map refers, get to its starting point, follow the map, dig up the treasure, and become famously wealthy. This treasure when finally discovered should be at a minimum equal to triple standard for a monster of CR five levels higher than your class level. Once per day, so long as you have not found the treasure, you can avoid (negating all damage dealt) any attack that would reduce you to o hit points or fewer. This ability only operates if you choose to avoid the damage. Avoiding the hit requires a successful Will save (DC 10 + 1/2 the attack bonus or the DC of the spell or effect). In the case of a damaging spell or ability that would reduce you to o hit points or less, this effectively grants you a second saving throw to negate the spell or effect.

Off the Edge of the Map: You have sailed far and wide, and been to places on maps labeled "Here there be Monsters!" From your travels and encounters you have gained an aptitude for dealing with eldritch creatures. Once per day as a free action you can choose to gain a +4 insight bonus to your saving throw against a supernatural effect.

Orphan of the Sea: You have no roots, you have no idea where you come from or who your parents were, you were raised as a cabin boy changing ships like other people change socks. You have nothing holding you back and you jump at any opportunity for adventure or excitement. Once per week, you can make two rolls for initiative rather than one, taking the higher result for your initiative.

Parrot-Voice: You are mute but you gain a parrot as familiar (use a raven's stats) as if you were a wizard with a class level equal to your character level. This parrot often remembers and repeats phrases spoken near it, and will spout them at both opportune and inopportune times (both the player and the GM can have it spout phrases). This allows you to cast spells with verbal components, though the parrot must be on your shoulder and be able to speak; it also allows you to communicate with others using stock phrases. If you have other means (such as from your class) to gain a familiar, the monkey from his trait takes the place of that familiar (you cannot have two).



Orphan of the Sea

Piracy, Kidnapping, and Theft of the Queen's Petticoat: You have committed a large list of transgressions, but what has created the largest uproar is what would normally be a minor offense. However, because it was committed against a powerful individual with a great deal of influence, it has added a greater deal of infamy to your name than any other wrongdoing. You do not suffer intimidation penalties due to your size. Once per week, as a swift action, you can perform an Intimidate check simply by talking (without making verbal threats or displays of prowess); as part of this check you identify yourself and list your transgressions.

Pirate Savvy: You know of stories that are exactly like your current situation, what worked in them and what did not, and you always attempt to apply that knowledge to your circumstances. You can apply your player knowledge about other pirate stories to the game you're playing (the GM could subvert the story and you could end up being wrong) though you cannot use out-of-character knowledge about the story you are playing in. In addition, once per day you can add a +1 insight bonus to a single d20 roll.

Plunder Davy Jones' Locker: You have a flair for dragging folk back from beyond the brink of death. Once per day you can restore life to a dead humanoid creature so long as it has died as a result of hit point loss, drowning, or suffocation and has not been dead for more than 1 round. If you reach the target in time, you must spend a full-round action (that provokes attacks of opportunity) and succeed on a DC 25 Heal

check. If you succeed, the target is immediately restored to an amount of negative hit points equal to one less than its Constitution score, and is now stable.

Prepare to be Boarded: You have a natural gift for swinging on ropes with a cutlass between your teeth onto another ship. You have enough panache that with a long enough rope, you can swing through the air and launch yourself into combat, leaping to attack your enemies. Use a move action to swing on the rope, moving up to half the rope's length. You attack as if charging. This movement does provoke an attack of opportunity but it is often used in a surprise round or against opponents who are flat-footed. The classic use of this skill is to launch yourself into the back of the captain's quarters through the window, catching your enemies by surprise.

Pressgang: You have spent a great deal of time subduing landlubbers so that they may be pressed into service aboard ship. When making a nonlethal attack against a flat-footed opponent, your attack deals +2 points of damage.

Rage against the Stormy Seas: You are not just a pirate rebelling against mortal laws; you deny even the authority of the gods themselves. Once per day if you fail your saving throw against a divine spell or an outsider spell-like ability, you may make a second saving throw taking the second result (even if its result is worse).

Raise from the Deep: In your past, you bound yourself by a *geas/quest* to perform a particular service to be named at a later date by some fell power. In exchange, you have been granted the power to raise a sunken ship from the sea and make it sea worthy again (but see below). Once it is raised, you are (and are recognized as) the captain of this ship. This requires a ritual that takes 30 minutes to perform. You can only perform this ceremony once, as it will never work for you again. Once raised, the ship is battered, and only you and your first mate know how to command it properly. When it is not under your command (or that of your first mate), all other creatures treat the ship as if it had the broken condition. This ship can only be sold for scrap.

Raise the Jolly Roger: You have a gift for inspiring a group of pirates or privateers into action. Once per day as a move action, you can attempt to rally and inspire your allies (by raising a flag, waving a banner or giving a quick, impassioned speech). You grant either a +1 morale bonus your allies' next d20 roll or all nearby allies under the effects of a single unwanted condition can make another saving throw against the effect (at the original DC) to throw it off. Effects without saving throws cannot be thrown off in this way.

Reaver of the Coast: Raiding and pillaging other coastal communities is a key element of your homeland's culture. You might, for example, engage



Rage Against the Stormy Seas

in cattle-raiding. Such raids are not seen as crimes in your homeland, but as tests of strength and ability. Your people's focus on martial prowess makes them skilled warriors. Choose one weapon you are proficient with. Once per day you gain a +1 bonus on an attack roll with this weapon.

Reaver's Fanatic: You have a deep-seated faith in a set of religious tenets relating to an ethos, deity, or pagan cult that supports piracy. You perform acts of piracy (or privateering) in the name of that ethos, deity, or pagan cult, and your faith drives you forward against the enemy. Once per day, you gain a +4 bonus to damage on a single melee or ranged attack as you strike with strength fired by your faith.

Run A Shot Across the Bow: You have learned how to get the attention of another ship's captain by a display of prowess with a near miss. Once per week you can spend a full-attack action to purposely miss a creature that you could normally hit with a ranged attack. When you do, that creature becomes flatfooted until the start of its next turn. You declare the use of the trait and spend the full-attack action before rolling dice; if you miss, you still have spent the fullround action, but have not expended your weekly use of the trait.

Run 'em Thru: You have a natural gift for slipping through your enemy's defenses to impale him on your blade. You deal +2 points of damage on a confirmed

critical hit made with rapiers and light piercing or slashing weapons.

Sail Ho!: You have spent a great deal of time in the crow's nest looking for the signs of other ships to plunder or for the sign of coastal towns to raid (Land Ho!). Add a +1 insight bonus to your Perception checks. In addition, when using a spell or effect of the divination school that requires concentration, you gain information from the spell 1 round sooner than normal (so you gain information from the first 2 rounds with 1 round of concentration, and information from the third round in the second round of concentration).

Sailborn: You or your people are expert sailors, ranging far and wide in search of booty, fish, or fame. You gain bonus ranks in Profession (sailor) equal to your character level and it is considered a class skill.

Salty and Steadfast: You have been exposed to a great deal or took to heart that all the sea stories you were told are true; as such, you have become a dauntless cynic. Once per day you can ignore the effect of a spell or effect of the compulsion subschool or any one of the following conditions for 1 round per character level you possess: cowering, frightened, panicked, shaken, or staggered.

Savage Pirate: You have strange savage piercings, a bizarre haircut unseen by the local culture, are covered in elaborate tattoos, and carry other gruesome signs (such as shrunken heads)of your uncivilized background. Regardless, your appearance is designed to promise bloodletting. Consciously or not, your opponents pay more attention to you than to your allies in a fight. During combat, any opponents who can see you suffer a -2 penalty to Perception checks as they find their gazes invariably drawn to your strange appearance. This opening may allow your allies to sneak into position. Once per week if an opponent threatens both you and one or more of your allies, you may as a free action attempt to force the foe to attack you. The foe must make a Wisdom check opposed by your Charisma check. If you successfully oppose the check and he chooses to attack your allies, he must attack you at least once during the attack.

Scorned Heart: Someone very special in your past (chosen by your GM) has done you wrong; to escape this tragedy you have taken up a life at sea. This has left you haunted, grim, and prone to dark musings. Once per week if you fail an Intimidate check you immediately make a second check (using the second result in place of the first even if it is worse).

Scupper That!: You have learned to respond quickly to a captain's orders to get rid of something. Once per week, you may reroll a failed dispel check or the caster level check of an abjuration spell used in an attack (such as *dismissal* or *banishment*). You must take the second roll, even if it is worse.



Salty and Steadfast

Secret of Blood: Some time in your past, you sought out a pagan hedge wizard and learnt the uses of blood to power your spells. Once per day you can cut yourself (with any slashing weapon) as a somatic component added to a spell. After dealing yourself 6 points of damage per spell level (3 points for o-level spells), you can cast a spell you know without losing the spell slot.

Show A Leg Ye Bilge Rats!: Your know the voice of command and the discipline a ship needs so well that you can even command an ally to shrug off detrimental effects for a time. Once per week, you can cause a single ally (but not yourself) to ignore one debilitating condition (but not the dead condition) for 1 round per 2 character levels you possess (minimum 1 round). Once this benefit lapses, the condition returns for the remainder of its complete duration.

Siren's Song: You have an uncanny ability to manipulate others due to a hereditary or mystical connection to the sirens of the sea. Once per day when dealing with NPCs whose starting attitude toward you is not hostile, you can choose to use this ability to temporarily improve their attitude toward you by a greater degree than normal. When making your

Diplomacy check, treat the NPCs' starting attitude as one level higher than it actually is for the purpose of determining their new attitude. That is, you would treat an unfriendly individual's starting attitude as indifferent, or an indifferent individual's starting attitude as friendly. If you choose this option, the NPC's new attitude lasts only for a number of minutes equal to your Charisma score. After that time, it returns to the state it held before you made your Diplomacy check. If circumstances in the interim have rendered the NPC violent or hostile, such as if you attacked him, his attitude remains rather than returning to his original state.

Splice the Mainbrace: You love rum, grog, and any other alcoholic spirits, and if you have anything to do with it you are never found without a drink. Once per day you reduce any ability damage caused by a poison by 1 point due to your extremely high tolerances.

Step Lively Now: You are extremely gifted when moving about masts, rigging, ropes, sails, and other such structures on a ship. Once per day you can add a +2 bonus to an Acrobatics check, charge attack roll, or combat maneuver when in an environment where such structures exist.

Strike the Colors: You know when your opponents believe your are beaten and you know how to sell the idea that you have lost and are willing to be a graceful loser to your foes. Except, of course, this is a ruse so that you can gain the element of surprise and can now take them off guard. Once per week you can make a Bluff check (with a +1 insight bonus) opposed by your opponents' Perception check. If successful, you gain a surprise round against your opponents and they are considered flat-footed. This tactic can never be performed successfully against the same opponents again, as they will not accept your surrender; also the ability has no effect against opponents who do not grant quarter.

Strumpet's Kiss: You are steeped in pirate superstations and lore, having performed a specific ceremony to call upon heathen powers that imbue your kiss with a fell curse. Once per week as part of kissing a target (which requires a successful touch attack), you can unleash a curse upon that target. The target of the curse takes a -2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls. A successful Will save (DC 10 + 1/2 your character level + your Cha modifier) negates the effect. At every four levels beyond 1st (5th, 9th, 13th, and 17th) this penalty increases by 1. Any foe that successfully resists the effect cannot be affected again by the same strumpet's kiss. This effect lasts for one hour; if you are at least 5th level the duration is permanent and it cannot be dispelled, though any spell or effect that can remove a bestow curse can remove strumpet's kiss. This power also causes you to constantly suffer the same penalty to your Diplomacy checks as other characters are unsettled by your very nature.



Strike the Colors

Superstitious Sea Dog: You are a very superstitious sailor. You cleave to a vast number of strange beliefs about what actions and events can cause bad luck. Generally, your superstitions are an odd obsession with forces beyond your control, but occasionally, you can put your superstitious nature to use. Once per day you can as a free action, you choose to add a +1 luck bonus to any saving throw after the result is known. (This can even be the saving throw of another creature within 100 ft. of you.)

Take Ye To Dance the Hempen Jig: You have been trained by royal marines to take pirates or rival privateers alive so that they can be hanged for piracy. Once per day you may add 1d6 points of nonlethal damage to a nonlethal attack or you may reroll a failed disarm combat maneuver. You must take the second result, even if it is worse.

The Governor's Child: Due to your background as the beloved child of a powerful appointed official, various factions seek you so that they can use you as a hostage. Due to the influence of your parent in that organization you are well-tuned to the gossip and information that spreads though the area in which that organization operates. You may make one Diplomacy check each week to gather information without spending an evening socializing and combing

for gossip, nor do you have to spend the requisite gold.

They Raped, Pillaged, and Burned: Your hometown was destroyed by pirates leaving with you a deep-seated need for vengeance against pirates; because of this haunting memory, you will take up nearly any quest to defend a town from pirates. Once per week you gain a +1 morale bonus on attack rolls and weapon damage rolls against pirates for every three character levels you have (at least +1, maximum +3). You also receive this bonus on caster level checks made to overcome the pirate's Spell Resistance or dispel checks, if any. This effect lasts for 1 minute.

Tipped the Black Spot: You were happily living out your life when you unexpectedly received a cryptic message. It might not even have been composed of words; it may have been a piece of paper with a symbol on it (a black spot), a scratched coin, or a flag waved by a passing stranger. Only you know what it means. It means that the not-so-nice people you used to befriend have marked your for death, something equally nasty or something far worse, and that they will be coming in person to enforce it or have hired a group of people to enforce it. The mark is your "fair" warning and the group's use of terror tactics to unnerve you. Having survived the initial shock of the death threat, you can, once per day, gain a +4 morale bonus on saves against all fear and death spells and/or effects.

Touchy Subject: There is a fairly innocuous subject that will cause you to go ballistic: such as the fate of your long lost son, calling you a pirate instead of a privateer, failing to call you "Captain," someone proposing ignoring a code of conduct, the fate of your last ship, or how you fell for the ploy of your rival that one time. Once per week, if this is mentioned, you can gain the benefits of the *rage* spell (caster level equal to your character level). If you have the rage class feature, you can rage for an additional 3 rounds per day rather than gaining the benefits of the *rage* spell.

Undying Curse: You have performed some violation of custom (yours or another culture's), perhaps touching forbidden treasure or perhaps you have failed a great power; regardless, this violation will not allow you to die or to live a normal life. If you are slain you gain the Restless Soul template (See *In The Company of Monsters* by Rite Publishing).

Veteran Buccaneer: Growing up on the high seas has lent you a natural hardiness and resilience to various hazards of the body and the mind. Once per day you may reroll a failed saving throw made against any affliction (curse, disease, drug, insanity/madness, or poison). You must take the second roll, even if it is worse.

Walk the Plank: You were once forced to walk the plank but you survived being eaten or drowned and either ended up marooned, found yourself washed up



Undying Curse

on shore, or were rescued by another ship. You now seek revenge against the crew or captain that forced you to your apparent death. Once per day you can ignore the effects of any one of the following conditions for 1 round per character level you possess: bleed, disabled, entangled, exhausted, fatigued, staggered, or unconscious.

Yarr Not A Eunuch, Are Ye?: You have the natural gift of a sharp tongue and quick wit which is so brutal that you can actually harm an opponent with words alone. Once per day you may, as a free action, insult an opponent with exceeding wit, issuing a brutal slight. Your opponent must make a successful Will save (DC 10 + 1/2 your character level + your Charisma modifier) or suffer a -1 morale penalty to armor class, attack and damage rolls, skill checks, and saving throws. This penalty lasts one minute for every three levels you possess. A successful save makes the creature immune to your insults until you gain another character level.

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The Breaking of Forstor Magar A Pathfinder adventure for 4 8th levels PCs



Daffyd

Male human NG cleric 8 of Lada Init +3; Senses Perception +10

DEFENSES AC 19 touch 9 flat-footed 19 hp 59 (currently 47) Fort +10, Ref +4, Will +14

OFFENSE

Speed 30

Melee +1 cold iron mace +8/+3 (1d8+2)

- Spells (CL 8, +14 concentration)
- 4th—cure critical wounds, death ward, holy smite, imbue with spell ability
- 3rd—cure serious wounds, dispel magic, magic vestment, protection from energy, searing light

Live Stat Blocks

- 2nd-calm emotions, cures moderate wounds, remove paralysis, restoration, lesser, shield other, spiritual weapon
- 1st—bless, comprehend languages, cure light wounds, cure light wounds, endure elements, obscuring mist, protection from evil
- 0-create water, guidance, light, mending

Domains: community, protection

STATISTICS

Str 13, Dex 8, Con 14, Int 10, Wis 18, Cha 13 Base Atk +6: CMB +16: CMD 7

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