

💡 Advanced Options: FIGHT LIKE A PIRATE



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

"Damn ye, you are a sneaking puppy, and so are all those who will submit to be governed by laws which rich men have made for their own security." – **"Black" Sam Bellamy, Pirate**

Sometimes you just want, to paraphrase H.L. Mencken, to spit upon your hands, hoist the black flag, and begin slitting throats. Of course, that's frowned upon in polite society. But there's nothing wrong with having a fantasy campaign where it's a way of life, and characters spend a lot of time acting like pirates (or hunting pirates, or desperately trying to explain the differences between what they do and the activities of pirates). To help make such characters more interesting, here are ten archetypes to give a nautical flair to fighting classes ranging from barbarians to rogues.

THE ARCHETYPES

The following archetypes are designed for fighting characters in campaigns with strong emphases on pirates, swashbuckling, and seaborne adventures.

BARBARIAN ARCHETYPE: EX-CONSCRIPT

When sailing ships (pirate and legitimate alike) can't find enough volunteers to fill the crew needs of their ships, the often turn to pressing civilians and natives into service. Many times, these unfortunate souls become that which hurt them: vicious pirates. Other times, these men do not succumb; they escape and hunt those who have so wronged them. An ex-conscript barbarian has the following class features.

Strong Swimmer (Ex): Escaping from whoever conscripted an ex-conscript and staying free after escaping often requires a great deal of swimming. An ex-conscript may swim half his speed as a move action or his normal speed as a full-round action with a successful Swim check. The ex-conscript gains a +2 bonus on Swim checks. This ability replaced fast movement.

Close and Kill (Ex): Normally armed with melee weapons, the ex-conscript has learned to duck the ranged attacks of press gangs and rush to get close enough to smite his foes. Once free, they discover the same tactics often work well to board the ships of slavers and nations that shanghai their kinsmen.

At 2nd level, when the ex-conscript charges he gains a +1 dodge bonus to AC against ranged attacks, a +1 bonus to damage dealt with melee attacks, and a +1 bonus to Acrobatics checks made to jump. These bonuses last until the beginning of the ex-conscript's next turn. The bonuses increase to +2 at 5th level, +3 at 9th, +4 at 12th, and +5 at 15th.

This ability replaces uncanny dodge, improved uncanny dodge, and trap sense.

Rage Powers: The following rage powers complement the ex-conscript archetype: boasting taunt, good for what ails you, internal fortitude, liquid courage, moment of clarity, roaring drunk, and staggering drunk.

CAVALIER ARCHETYPE: SHIP'S OFFICER

Not all cavaliers are content to ride at the head of a charge, leading from the front and facing down their enemies directly. Some feel the pull of sailing, going to sea and riding the waves into glorious battle. These cavaliers are often captains or high ranking officers, giving orders and inspiring the crew to victory. The colors of their vessel raise the spirits of his allies and warn enemies of impending doom.

Inspire Courage (Su): A 1st-level ship's officer can use a sure presence and inspirational commands to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to see and hear the cavalier. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six cavalier levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability. This ability replaces the standard cavalier's mount ability and Bonus feats.

Pennant (Ex): At 5th level, when a ship's officer flies his person pennant from his ship (often in addition to the ship's flag, a kingdom's flag, and the pennant's of other senior officers), its presence gives heart to the ship's crew. This ability functions as the cavalier's banner ability, except the pennant must fly from a ship's rigger or masts, and its bonuses affect all allies and crew on the ship. This ability replaces and counts as the banner class feature.

Colors of the Victorious (Ex): At 11th level, a ship's officer's pennant becomes an even more potent symbol of protection and inspiration to those around him. Once per day, while his pennant is displayed, the ship's officer can invoke the determination and honor it represents as a full-round action, granting all allies within 60 feet temporary hit points equal to 1/2 his cavalier level, and a +2 morale bonus on their next damage rolls. At 15th level, and every four levels thereafter, this bonus increases by +1 (to a maximum of +3 at 19th level). The temporary hit points last for 10 minutes or until depleted, whichever occurs first. This ability replaces mighty charge.

Colors of the Invincible (Ex): At 20th level, a ship's officer's pennant has become a powerful rallying point to his allies, and a bane to his foes. Whenever his pennant is visible, allies of the ship's officer within 60 feet gain a +3 morale bonus on attack rolls, immunity to fear effects, and a +3 morale bonus on saving throws against mind-affecting effects. This ability replaces supreme charge.

FIGHTER ARCHETYPE: THE MARINE

The marine is a heavily armored fighter who serves as a soldier or raider aboard a sea-ship, or acts as a guard or mercenary in a major port where dockside and ship-deck combat is common. She specializes in ship to ship combat and movement on the decks of ships, and has picked up a smattering of information from the many merchants and travelers she has encountered.

Class Skills: A marine does not receive Handle Animal, Knowledge (dungeoneering), Ride, or Survival as class skills. The marine adds Acrobatics, Knowledge (geography), Linguistics, and Perception as class skills.

Weapon and Armor Proficiency: The Marine is not proficient in medium or heavy armor. She is proficient in all forms of mariner's armor (including medium and heavy mariner's armor – see below).

Seaworthy (Ex): A marine is as at home on the rolling deck of a ship as on terra firma.

At 2nd level, a marine gains a +1 bonus to all Acrobatics and Climb checks. This bonus increases by +1 for every four levels after 2nd. This ability replaces bravery.

Shipboard Fighting (Ex): Marines train to dance around the clutter and obstacles common on ship decks and sea ports.

At 2nd level, the marine can ignore 1 square of difficult terrain each round (treating it as normal terrain) as long as the difficult terrain is caused by a crowd, cargo, or ropes or rigging. The number of squares of such terrain the marine can treat as normal terrain increases by 1 at 6th level and every 4 levels thereafter. This replaces the bonus feat a fighter gains at 2nd level.

Weapon Training (Ex): A marine is well versed in the types of weapons favored by pirates.

When selecting a group of weapons for her Weapon Training ability, she can select Pirate Weapons as a group. The Pirate Weapons group consists of the crossbow, cutlass, dagger, hook hand, rapier, and short sword. In “emerging guns” or “commonplace guns” campaigns, it also includes all pistols and muskets.

Over the Side! (Ex): A marine knows that the easiest way to overcome a foe, or at least get rid of them temporarily, is often to drop them into the ocean. At 19th level, whenever a target is adjacent to the edge of a ship, dock, or pier (someplace where going over the side results in ending up in water), once per round the marine may make a bull rush attack against a foe no more than one size larger than her without provoking an attack of opportunity. On a successful maneuver, she shoves the target off the deck and into the water. This ability replaces armor mastery.

GUNSLINGER ARCHETYPE: SEA DOG

The life of a sea-raider often appeals to the same kind of foolhardy, daring, chaotic personality that is drawn to the dangerous and explosive weapons of early firearms. When a gunslinger spends most of his life on the decks of ships or fighting from boarding ropes, he learns to combine his expertise with firearms, his unflapping boldness, and his knowledge of ship’s operations in spectacular ways.

Swing On the Yard-Arm (Ex): The sea-dog can grab the rope of a rope rigging, sail, mast, or crane and use it to swing boldly to locations sane sailors reach by carefully climbing. When the sea-dog is within 30 feet of a sail, mast, crane, or similar mechanical device or ropes and pulleys, if he has 1 hand free he may spend 1 grit to grab

a rope and fling himself around the rigging. This acts as a fly rate equal to the sea-dog’s movement rate or 30 feet (whichever is faster), but the sea-dog’s fly rate ends at the end of his turn (and if he has not landed someplace safe, he falls). This counts as a deed, and replaces the pistol-whip deed.

Sea-Legs (Ex): Starting at 2nd level, when a sea-dog is on a vessel on water, he gains a +1 dodge bonus to AC and a +1 bonus on Acrobatics and Climb checks. The sea-dog gains these bonuses only while wearing light or no armor. Anything that causes the sea-dog to lose his Dexterity bonus to AC also causes him to lose these bonuses. This bonus increases by +1 for every four levels beyond 2nd level (to a maximum of +5 at 18th level). This ability replaces nimble.

Drop the Boom (Ex): A sea dog is intimately familiar with every type of rigging, yardarm, sail, and mast on any sailing ship, and can shoot out crucial ropes and belaying pins to cause sections of the rigging to swing, raise, lower, and shift suddenly to the detriment of her foes. The sea dog may spend 1 grit when making a single ranged firearm attack against a target on a ship as a standard action. If the attack hits, the bullet ricochets to also cause a piece of that ship’s rigging to make a sudden and violent shift. The sea dog may make a CMB check to bull rush or trip any target he can see on the same ship. This CMB check does not provoke an attack of opportunity. Alternatively, the sea dog may make a CMB check against a foe he can see which, if successful, causes the foe to be entangled as if he’d been successfully hit by a net tethered to the ship. This ability counts as a deed, and replaces the bonus feat a gunslinger receives at 4th level.



INQUISITOR ARCHETYPE: SHIP HUNTER

Occasionally, a pirate crew sails into the dark waters of true evil. It takes a truly devoted soul to hunt their vessels down and purge the sea of their foul taint. Some inquisitors learn to hunt these foes and become a unique type of inquisitor – the ship hunter..

Ship Hunter's Focus (Ex): At 1st level, once per day, the ship hunter can focus on a single enemy ship within line of sight as a swift action. That ship remains the inquisitor's focus until it is destroyed or reduced to 0 or fewer hit points or surrenders, or until the inquisitor designates a new focus, whichever occurs first. The inquisitor gains a +1 bonus on attack and damage rolls against the target of his focus, and its crew and defenders. At 5th level, and every five levels thereafter, this bonus increases by +1. At 4th level, and every 6 levels thereafter, the inquisitor can use this ability one additional time per day. This ability replaces monster lore, *discern lies*, and exploit weakness.

Scuttle Vessel (Sp): At 20th level, a ship hunter has the ability to sink a targeted vessel. The ship hunter must have line of sight of the vessel, which must be the ship hunter's current focus. The ship must make a Fortitude save (DC 10 + 1/2 ship hunter's level + ship hunter's Wisdom modifier) or gain the broken condition. If the ship already has the broken condition, it is immediately scuttled. If the ship makes its save, the ship hunter cannot try to destroy the vessel again with this ability, but another ship hunter can. Once this ability has been used, it cannot be used again for 1d4 minutes. This ability replaces true judgment.

MAGUS ARCHETYPE: PICAROON

A picaroon has a much more devil-may-care attitude than a typical magus, and focuses on learning a little bit of everything and doing whatever seems fun and effective, rather than on dedicated study of both martial and magical techniques. Many picaroons come from societies that try to define them in narrow, sometimes limiting ways, and their lifestyle of freedom and revelry is a direct rebellion against such social shackles. A picaroon dislikes feeling trapped, and often takes to a sailing life as a way to constantly escape whatever pressures seem to be attempting to pin her to one place.

Proficiency: Unlike a standard magus, a picaroon does not begin play proficient with any armor or shield.

Spellcasting: A picaroon still prepares and learns spells as a magus does, but casts one fewer spell of each level than normal. If this reduces the number to 0, she may cast spells of that level only if her Intelligence allows bonus spells of that level.

Canny Defense (Ex): At 1st level when wearing no armor and not using a shield, a picaroon adds 1 point of Intelligence bonus (if any) per magus class level to her Dexterity bonus to modify Armor Class while wielding a melee weapon. If a picaroon is caught flat-footed or otherwise denied her Dexterity bonus, she also loses this bonus.

Weapon Focus (Ex): At 1st level, a picaroon is considered to have the Weapon Focus feat with all light melee weapons.

Agile (Ex): At 4th level, a picaroon adds half her class level (minimum 1) on Acrobatics, Bluff, Climb, and Escape Artist checks. This ability replaces spell recall.

Light Armor (Ex): At 7th level, a picaroon gains proficiency with light armor. She can cast spells in light armor without suffering arcane spell failure, and may use her canny defense ability in light armor (though the armor's maximum Dex limitation applies to the total of her Dex + canny defense modifier to AC). This ability replaces the magus medium armor class feature.

Talented (Ex): At 4th level, a picaroon gains a rogue talent (counting her magus level –3 as her rogue level for the purpose of qualifying for and using rogue talents). She gains additional rogue talents at 7th, 10th, 13th, 16th, and 19th level. This ability replaces spell recall, knowledge pool, fighter training, heavy armor, counterstrike, and greater spell access.

Superior Reflexes (Ex): At 11th level, picaroon can make a number of additional attacks of opportunity in a round equal to her Intelligence modifier (minimum +1). This effect stacks with the Combat Reflexes feat (if the picaroon has it). This ability replaces improved spell recall.

Magus Arcana: The following magus arcana complement the picaroon archetype: concentrate, critical strike, deadly follow-up, precise prowess, prescient attack, prescient defense, spell shield.

MONK ARCHETYPE: SEASWAIN

Seaswains are sailors who have learned how to move like the sea and wind, take strength from the sailor's life, and survive in the highest rigging and mast-points of sailing ships. The seaswain embraces all aspects of nautical living, becoming the quintessential sailor and freebooter. No ship chore is beneath the seaswain nor hardship beyond her capacity, and by embracing these things she gains an almost mystic attunement to the sea and whatever ship she finds herself on, moving toward becoming a true creature of the oceans themselves. Most seaswains are beloved by their crew and captain, and strive to protect their ship and shipmates during all conflicts, but their first loyalty is to the life of sailing itself. A seaswain has the following class features.

Alignment: A seaswain may be of any alignment.

Weapon Proficiencies: A seaswain is proficient with all simple and martial light weapons, simple ranged weapons, the cutlass, rapier, and scimitar.

AC Bonus (Ex): When unarmored and unencumbered, the seaswain adds her Charisma bonus (if any) to her AC and CMD. In addition, the seaswain gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four class levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the seaswain is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load. This is otherwise treated as the monk's AC bonus ability.

Flashing Blades (Ex): The seaswain can make extra attacks at a higher attack bonus (as flurry of blows) with any melee weapon (other than

2-handed weapons and unarmed attacks) she is proficient with and able to use her Dexterity modifier for attack rolls (see Weapon finesse, below). The seaswain may do this even when wielding only one weapon (the extra attacks are made with the single weapon).

Additionally, the minimum base damage a seaswain deals with weapons she can use flashing blades with is determined by her level (see below). If the weapon's base damage is less than the seaswain's minimum base damage, the seaswain rolls damage using her minimum instead. Any other properties of the weapon (threat range and critical multiple, magic abilities, and so on) are unchanged.

For example, Allejandra is an 8th level human seaswain with a +1 *keen flaming rapier*. The rapier normally deals 1d6 damage, but since Allejandra has a minimum base damage of 1d8, her rapier damage rolls are 1d8 (plus 1d6 fire) 15-20, x2.

Level	Min Base DMG (Small)	Min Base DMG (Medium)
1-3	1d3	1d4
4-7	1d4	1d6
8-11	1d6	1d8
12-15	1d8	1d10
16-19	1d10	2d6
20	2d6	2d8

This ability replaces unarmed attacks, flurry of blows, and monk's ki pool. It is otherwise treated as flurry of blows.

Nimble Step (Ex): At 1st level, a Seaswain gains Nimble Moves as a bonus feat, even if she does not meet the prerequisites. At 6th level, she gains Acrobatic Steps as a bonus feat, even if she does not meet the prerequisites. This ability replaces Stunning Fist.



Weapon Finesse (Ex): The seaswain gains Weapon Finesse as a bonus feat at 1st level, whether she meets its prerequisites or not. In addition to the normal weapons this feat applies to, a seaswain may use it with a cutlass (see eblow) and scimitar. This replaces the bonus feat a monk receives at 1st level.

Jaded (Ex): The seaswain has heard many tales and seen many strange things. At 3rd level she gains a +2 bonus on saving throws against illusion spells and effects. This ability replaces still mind.

Defying Step (Su): At 4th level, a seaswain can move along angled, narrow, or even rope surfaces as part of her normal movement, to a maximum distance each round equal to the number of feet a monk of her level removes from falling distances when determining damage with the slow fall class feature. At 12th level she can use this ability to freely move up and down vertical surfaces. At 15th level, the seaswain can even move along liquid surfaces.

The seaswain also takes half damage from falls, and lands on her feet from any fall she successfully makes a DC 15 Acrobatics check to reduce the damage from (as long as she is not knocked unconscious). This ability replaces slow fall and abundant step.

High Jump (Ex): The seaswain has no ki pool, and thus cannot spend ki points to augment her Acrobatics checks made to jump. This otherwise functions as the monk's high jump ability.

Refreshing Grog (Ex): At 7th level, a seaswain takes considerable refreshment from magic potions and alcohol. Once per day, as a free action, when the seaswain drinks a magic potion or alcoholic drink she may heal a number of hit points equal to her seaswain level. She may use this ability one additional time per day at 11th, 15th, and 19th level.

Run Through (Ex): At 15th level, as a standard action, a seaswain can attempt to slay a creature with a single well-placed blow (a shot through the head with a piercing weapon, a decapitation with a slashing weapon, or similar lethal blow). She can use this attack once per day, and must announce her intent before making an attack roll. Creatures immune to critical hits cannot be affected. Otherwise, if the seaswain successfully strikes a target she deals her normal weapon damage. If the creature takes any damage, it must make a Fortitude saving throw (DC 10 + 1/2 the seaswain's level + the seaswain's Cha modifier), or dies. This ability replaces quivering palm.

Salt of the Sea (Su): At 17th level, a seaswain's ties to the sea are so great that she does not age on any day when she can see an ocean with her own eyes. This ability replaces timeless body.

Sister Sea (Su): At 19th level, a seaswain gains the ability to assume the form of a Small, Medium, Large, or Huge air or water elemental once per day. This ability functions as the druid's wild shape, except for being limited to air and water elementals and one use/day. This ability replaces empty body.

Sea Elemental: At 20th level, a seaswain becomes a magical creature. She is forevermore treated as an elemental rather than as a humanoid (or whatever her creature type was) for the purpose of spells and magical effects. Additionally, the seaswain gains damage reduction 10/adamantine.

PALADIN ARCHETYPE:

CROWN PRIVATEER

Some paladins see themselves as the last line of defense against the scurvy pirate lords of the sea. These defenders spend their lives protecting others and taking on foes who prey upon the shipping lanes, and are often given vast leeway in their actions by the heads of good-aligned nations. To aid them in their holy mission, crown privateers have special powers to protect themselves and those who crew their ships. The Crown Privateer has the following class features.

Aura of Courage (Su): This functions normally for the paladin class feature of the same name, but it only functions when the crown privateer is on a ship. However, when he is on a ship, it applies to all allies on the same ship.

Shared Defense (Su): At 3rd level, while on board a ship a Crown Privateer can spend one use of his lay on hands ability as a standard action to grant all shipboard allies a bonus. At 3rd level, allies receive a +1 sacred bonus to their AC and CMD and on their saving throws. These bonuses last for a number of rounds equal to the Crown Privateer's Charisma modifier. At 9th level and 15th level, this bonus increases by +1. At 6th level all affected allies that are at fewer than 0 hit points are automatically stabilized. At 12th level, all affected allies are immune to bleed damage. This ability replaces mercy.

Aura of Resolve (Su): This functions normally for the paladin class feature of the same name, but it only functions when the crown privateer is on a ship. However, when he is on a ship, it applies to all allies on the same ship.

Aura of Justice (Su): This functions normally for the paladin class feature of the same name, but it only functions when the crown privateer is on a ship. However, when he is on a ship, it applies to all allies on the same ship.

Aura of Faith (Su): This functions normally for the paladin class feature of the same name, but it only functions when the crown privateer is on a ship. However, when he is on a ship, it applies to all allies on the same ship.

Aura of Righteousness (Su): This functions normally for the paladin class feature of the same name, but it only functions when the crown privateer is on a ship. However, when he is on a ship, it applies to all allies on the same ship.

RANGER ARCHETYPE: NAVIGATOR

Every ship wants someone aboard who can read the stars and give the proper heading as the ship travels on a long voyage. Without a navigator, a ship may never reach its intended destination. Some navigators are guardians of knowledge to which few have access. It is said that with the proper information, these navigators can guide a ship while blinded. A Navigator has the following class features.

Tradewinds (Ex): A navigator is well-versed in the challenges and opportunities presented by sea-travel, and can use seasonal winds, currents, storm patterns, and similar changing conditions to plot the fastest or safest route to any destination. At 1st level the navigator gains the ability to make Craft (mapmaking) and Profession (navigator) skill checks as if she had ranks in those skills equal to her ranger level. She is treated as having ranks in those skills for all purposes.

Additionally, the navigator can reduce the total travel time of a ship she is on to any destination by 10%. Alternatively, she can reduce the chance of random encounters by

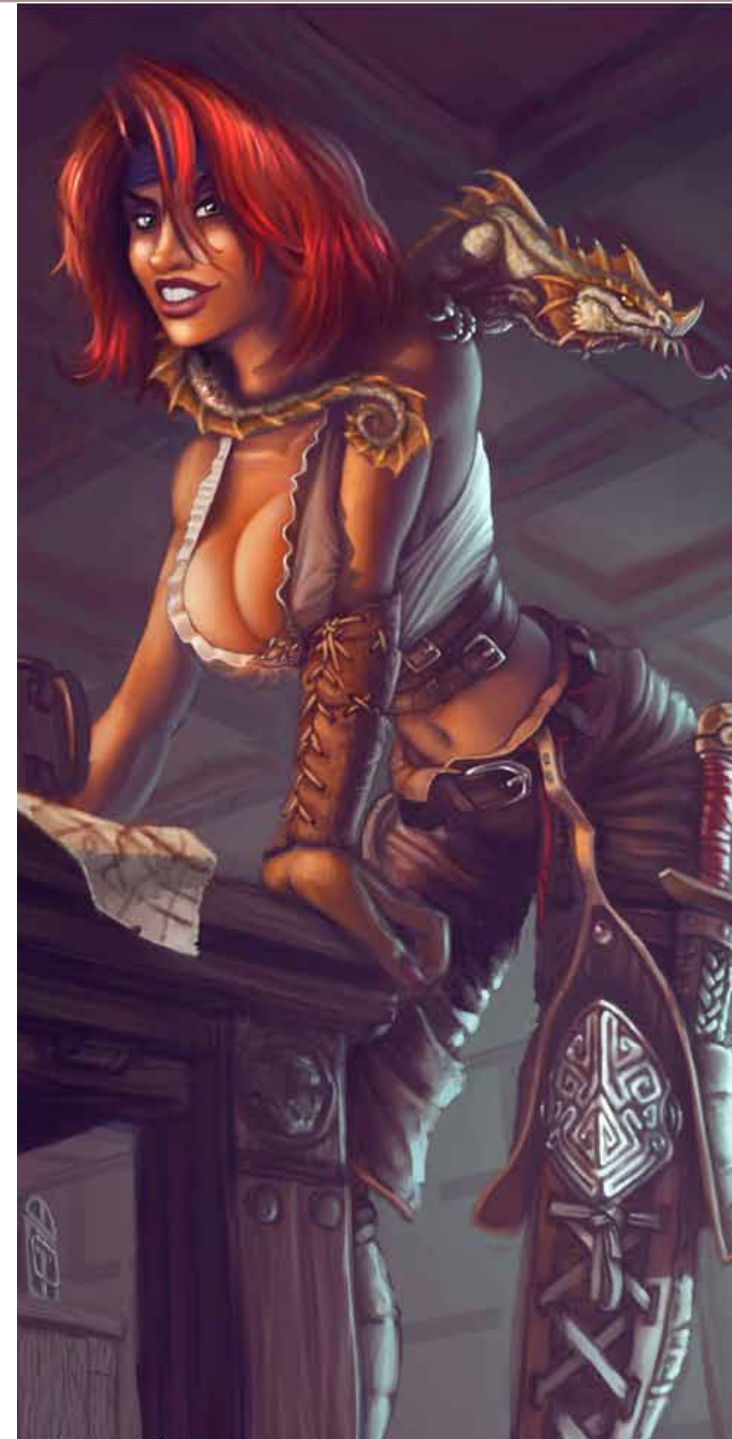
10%. A ship can only gain the benefit of a single ranger's tradewinds ability for any given journey.

At 8th level the reduction of travel time or random encounters increases to 20%, and at 16th level it increases to 30%.

Crew Bond (Ex): At 4th level, the guide forms a bond with the crew of a single ship, enabling her to direct members of the crew to greater efficiency and alertness. Characters that are members of the crew of the ship the ranger is bonded to gain a +2 bonus on initiative checks and Perception, Stealth, and Survival skill checks when they are able to see and hear the navigator. The navigator can change what ship she is bonded to as a full-round action, but may do so no more than once per month. This ability replaces hunter's bond.

Navigator's Skill (Ex): Upon reaching 9th level, once per day the navigator can reroll one ship-related attack roll, skill check, or saving throw per day. This includes all attack rolls and saving throws made on a ship or against a target on a ship, but also such things as Profession (navigator) and Craft (mapmaking) when relating to seaborne journeys. The ranger must take the result of the second roll even if it is worse. A ranger can use this ability once per day at 9th level, plus one additional time per day at 14th and 19th levels. This ability replaces evasion.

Evasion (Ex): Upon reaching 16th level, the navigator gains evasion. This ability replaces improved evasion.



ROGUE ARCHETYPE: LOOKOUT

Sitting in the crow's nest for hours on end, peering over the open waves looking for other ships or land can be a maddening experience. Searching the horizon for tiny objects is not the easiest task. The lookout has adapted to this type of activity and become more alert than others who stand watch, and trained himself to spot all the threats of the sea, including mirages and illusions.

Eagle Eye (Ex): At 1st level, a lookout 1/3 his class level to all Perception checks (minimum +1). This ability replaces trap sense.

To The Horizon (Ex): At 3rd level, the DCs of a lookout's Perception skill checks are increased by +1/15 feet of distance to the source, object, or creature to be perceived (rather than the normal +1 DC per 10 feet). This increases to +1/20 feet at 6th level, and the range increases by an additional 5 feet every 3 levels to a maximum of +1/40 feet at 18th level.

Eye for Details (Ex): At 2nd level a lookout is allowed a saving throw against illusions whenever he sees them (spotting an illusion qualifies as "studying it carefully or interacting with it in some fashion" for purposes of the lookout's saving throws). If the lookout fails this save, he also receives an additional saving throw when a character without the eye for details feature would receive a save. The lookout adds his bonus from eagle eye to all saves against illusion. If the lookout successfully disbelieves an illusion and communicates this fact to others, they receive the lookout's eagle eye bonus to their extra saving throw, in addition to the normal +4 for being told something is illusory. (See the rules on illusions in the *Pathfinder Roleplaying Game Core Rulebook* for more information on illusions and saving throws).

This ability replaces evasion. A lookout may take evasion as an advanced talent, but may never select improved evasion.

Rogue Talents: The following rogue talents complement the lookout archetype: distracting attack, surprise attack, and weapon training.

Advanced Talents: The following advanced rogue talents complement the lookout archetype: hunter's surprise and opportunist.

NEW EQUIPMENT

The following equipment is of particular use to pirate-themed characters.

BASKET HILT: A basket hilt weapon increases your CMD against disarm and sunder maneuvers made against the weapon, and gives you a +1 shield bonus to AC when taking the full defense action. You cannot use a weapon with a basket hilt 2-handed. A throwing weapon that has a basket hilt added is no longer considered a throwing weapon, and if the weapon is thrown as an improvised weapon it suffers an additional -1 penalty to attack rolls.

Any light or 1-handed melee weapon may have a basket hilt. This increases the weapon's cost by 2 gp. (A basket hilt can be added to a weapon after it has been constructed, but this costs 15 gp, and is never as aesthetically pleasing.)

BELAYING PIN

Light Simple Melee Weapon

Cost	Small	Medium	Crit	Wt.	Dmg
1 cp	1d3	1d4	×2	1/2 lb.	B

Belaying pins are essentially short clubs, though they are primarily used as points to tie off rigging on ships rather than as weapons. But any sailing ship is likely to have dozens of belaying pins handy at any given moment, making them a fairly common back-up weapon for sailors.

CUTLASS

One-Handed Martial Melee Weapon

Cost	Sm	Med	Crit	Wt.	Dmg
15 gp	1d4	1d6	18-20/×2	4 lbs.	S

A cutlass is a short, curved sword with a broad blade favored by sailors because it can cut easily through sails and rope and even chop railings, but is not so long as to get fouled in rigging or tangled in a crowd. A cutlass can score critical hit against inanimate objects made primarily of cloth, leather, rope, wood, or similar materials (though this does not apply to constructs made of such material. Many cutlasses have a basket hilt (though this additional cost is not added in to the cost above).

MARINER'S ARMOR

Mariner's armor is designed to protect the arms and vital organs of the wearer, but it also reduces protection to the feet, legs and parts of the back save weight and encumbrance. Mariner's armor is popular with marines and other heavily-armored combatants who spend considerable time on ships because it is faster and easier to put on and maintain, is easier to climb and swim in than full armor, and the areas it gives the least protection to are often behind the cover of a crow's nest or ship's railing anyway.

Any type of armor can be created as mariner's armor. Mariner's armor must be crafted as such (you cannot modify existing armor to be mariner's armor), and 10% of all magic armor found is mariner's armor (35% in areas with heavy sea traffic).

A suit of mariner's armor weighs half as much as the normal style of the same armor. It provides 3 points less armor bonus to AC (minimum 0) under most circumstances (see below), has a maximum Dex bonus 2 higher, and an armor check penalty 2 lower (minimum 0). Speed is reduced by 5 ft. less than normal armor of the

same type (minimum of no speed reduction). Arcane spell failure is not changed (the armor still restricts arm movements), nor is the classification as light, medium, or heavy armor.

Because the most vital areas of the target are still covered, mariner's armor gives the full armor bonus to AC of armor of its type to attacks

made to confirm critical hits. Additionally, since the torso and arms are fully covered a character with cover gains mariner's armor's full armor bonus to AC (in addition to the normal benefits of cover).

For example, Navid de la Verde is a human marine with a suit of mariner's banded mail. The

armor has a +4 armor bonus to AC, +3 max Dex, a -4 armor check, only reduces his movement to 25 feet, and weighs 17.5 lbs. Against attacks made by foes he has cover from or who attack to confirm critical threats, Navid receives the full +7 armor bonus banded mail normally provides.



WE ERR ON THE SIDE OF AWESOME!

Captain:
John D. Halpin

Navigator:
Owen K.C. Stephens

First Mate:
Jeremy Miller

Boatswain:
Stan!

Quartermasters:
R. Hyrum Savage and Lj Stephens

Art:
Robert Friis

Project Manager:
Lj Stephens

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