

CAMPAIGN SETTING



MARINER

HYBRID CLASS

BATHFINDER®
ROLEPLAYING GAME COMPATIBLE

ROLEPLAYING GAME COMPATIBLE

PUBLISHING

MARINER

HYBRID CLASS

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MARINER

The vast seas beckon to many, and those who heed her call, taking up arms to defend her waters, are known as mariners. These special warriors sail the oceans, rooting out evil sea monsters where they lair, and destroying them. While the first mariners appeared in Majera to fight the sea-devils that constantly raid her shores, the class has spread throughout the West's oceans, and can now be found in any seafaring community.

Mariners are expert navigators and often work as sea captains, tracking down enemy ships, or as admirals for a country's navy. They are masters of many weapons, but are feared for their net and trident style combat, and their ability to wear heavy armor underwater without encumbrance. As the mariner gains experience, she becomes a deadly weapon against the creatures of the sea, and can share this lethality with her allies. The most powerful mariners can fell a mighty ocean monster in a single blow.

Alignment: Any

Hit Die: d10

Starting Wealth: 5d6 × 10 gp (average 175 gp.) In addition, a mariner begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The mariner's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (engineering), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the mariner.

Weapon and Armor Proficiency: A mariner is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (except tower shields).

Natural Swimmer (Ex): Starting at 1st level you gain a +4 bonus to all Swim checks. Once you have 10 or more ranks in Swim, this bonus increases to +6.

Navigate (Ex): A mariner adds half of her level (minimum 1) to Survival checks made to follow ships and aquatic creatures at sea, and to identify the trails they leave.

Oceanic Slayer (Ex): Through focused military training, you are specialized in exploiting the weaknesses of all aquatic creatures. You gain a +1 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against all creatures of the aquatic subtype. You also gain a +1 bonus on attack and damage rolls against all creatures of the aquatic subtype. These bonuses increase by +1 every 5 levels thereafter (5th, 10th, and so on). Additionally you may make untrained knowledge skill checks to identify aquatic creatures.



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TABLE: MARINER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day
1st	+1	+2	+2	+0	Natural Swimmer, Navigate, Oceanic Slayer	- - - -
2nd	+2	+3	+3	+0	Net and Trident Style	- - - -
3rd	+3	+3	+3	+1	Aquatic Armor Training, Endurance	- - - -
4th	+4	+4	+4	+1	Mariners Camaraderie	0 - - -
5th	+5	+4	+4	+1	Oceanic Slayer +2, Weapon Training	1 - - -
6th	+6/+1	+5	+5	+2	Combat Style Feat	1 - - -
7th	+7/+2	+5	+5	+2	Aquatic Armor Training 2, Sea Stride	1 0 - -
8th	+8/+3	+6	+6	+2	Scent	1 1 - -
9th	+9/+4	+6	+6	+3	Evasion, Weapon Training 2	2 1 - -
10th	+10/+5	+7	+7	+3	Combat Style Feat, Oceanic Slayer +3	2 1 0 -
11th	+11/+6/+1	+7	+7	+4	Aquatic Armor Training 3	2 1 1 -
12th	+12/+7/+2	+8	+8	+4	Deep Water Defense, Underwater Obfuscate	2 2 1 -
13th	+13/+8/+3	+8	+8	+5	Weapon Training 3	3 2 1 0
14th	+14/+9/+4	+9	+9	+5	Combat Style Feat	3 2 1 1
15th	+15/+10/+5	+9	+9	+6	Aquatic Armor Training 4, Oceanic Slayer	3 2 2 1
16th	+16/+11/+6/+1	+10	+10	+6	Improved Evasion	3 3 2 1
17th	+17/+12/+7/+2	+10	+10	+7	Weapon Training 4	4 3 2 1
18th	+18/+13/+8/+3	+11	+11	+7	Combat Style Feat	4 3 2 2
19th	+19/+14/+9/+4	+11	+11	+8	Aquatic Armor Mastery	4 3 3 2
20th	+20/+15/+10/+5	+12	+12	+8	Marine Life Master, Weapon Mastery	4 4 3 3

Net and Trident Style (Ex): Beginning at 2nd level you learn the net and trident combat style. This expertise manifests itself in the form of bonus combat feats from the following list; Fast Folder, Net Combat, Point Blank Shot, Sudden Brace, and Two Weapon Fighting. At 6th level you add Improved Two Weapon fighting, Lunge, Improved Net Combat, and Two Weapon Defense to this list. At 10th level she adds Greater Two Weapon Fighting and Strike Back to this list. You gain one of these bonus combat feats at 2nd, 6th, 10th, 14th, and 18th level.

The benefits of these feats only apply while you are wearing light, medium, or no armor. Once you select a combat style feat, it cannot be changed.

Aquatic Armor Training (Ex): Mariners are trained to wear their armor underwater in case they fall overboard from a ship or are taking the fight to aquatic monsters. Starting at 3rd level, you gain the fighters Armor Training ability. While wearing armor underwater, you are treated as 4 levels higher for the purposes of armor training. In addition you can move at your normal swim speed while wearing medium armor. At 7th level you may move your normal swim speed while wearing heavy armor, and you may apply benefits of your combat style feats.

When you are not underwater and wearing armor, you are treated as 4 levels lower for calculating your armor training ability.

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Endurance: A mariner gains Endurance as a bonus feat at 3rd level.

Mariners Camaraderie (Ex): At 4th level, a mariner forms a bond with her crewmates. This bond allows her to spend a move action to grant her allies extra combat prowess when they work as a team. All allies within 30 feet who can see or hear the mariner gain an additional +2 bonus on attack rolls when flanking with the mariner or with another ally affected by this ability.

Spells: Beginning at 4th level, a mariner gains the ability to cast a small number of divine spells, which are drawn from the ranger spell list. A mariner must choose and prepare her spells in advance.

To prepare or cast a spell, a mariner must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a mariner's spell is 10 + the spell level + the mariner's Wisdom modifier.

Like other spellcasters, a mariner can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Mariner. In addition, she receives bonus spells per day if she has a high Wisdom score (see Table: Ability Modifiers and Bonus Spells). When Table: Mariner indicates that the mariner gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level.

A mariner must spend 1 hour per day in quiet meditation to regain her daily allotment of spells. A mariner may prepare and cast any spell on the ranger spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Through 3rd level, a mariner has no caster level. At 4th level and higher, her caster level is equal to her mariner level – 3.

Weapon Training (Ex): Starting at 5th level, a mariner can select the Aquatic Weapons group of weapons, as noted below. Whenever she attacks with a weapon from this group, she gains a +1 bonus on attack and damage rolls.

Every four levels thereafter (9th, 13th, and 17th), a mariner becomes further trained in another group of weapons. She gains a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when a mariner reaches 9th level, she receives a +1 bonus on attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 5th level. Bonuses granted from overlapping groups do not stack. Take the

Aquatic: dagger, gaff hook, harpoon, longspear, net (all types), ranseur, spear, trident.

Axes: bardiche, battleaxe, collapsible kumade, dwarven waraxe, gandasa, greataxe, handaxe, heavy pick, hooked axe, knuckle axe, kumade, light pick, mattock, orc double axe, pata, throwing axe, and tongi.

Blades, Heavy: Ankus, dueling sword, bastard sword, chakram, double chicken saber, double walking stick katana, elven curve blade, estoc, falcata, falchion, flambard, greatsword, great terbutje, katana, khopesh, klar, longsword, nine-ring broadsword, nodachi, scimitar, scythe, seven-branched sword, shotel, temple sword, terbutje, and two-bladed sword.

Blades, Light: bayonet, butterfly knife, butterfly sword, chakram, dagger, gladius, hunga munga, kama, katar, kerambit, kukri, machete, madu, manopla, pata, quadrens, rapier, shortsword, sica, sickle, swordbreaker dagger, sword cane, and wakizashi.

Bows: composite longbow, composite shortbow, longbow, and shortbow.

Close: bayonet, brass knuckles, cestus, dan bong, emei piercer, fighting fan, gauntlet, heavy shield, iron brush, katar, light shield, madu, mere club, punching dagger, rope gauntlet, sap, spiked armor, spiked gauntlet, spiked shield, tekko-kagi, tonfa, unarmed strike, wooden stake, and wushu dart.

Crossbows: double crossbow, hand crossbow, heavy crossbow, launching crossbow, light crossbow, heavy repeating crossbow, light repeating crossbow, and tube arrow shooter.

Double: bo staff, chain spear, dire flail, double walking stick katana, double-chained kama, dwarven urgrosh, gnome hooked hammer, kusarigama, orc double axe, quarterstaff, two-bladed sword, and weighted spear.

Flails: battle poi, chain spear, dire flail, double chained kama, flail, flying blade, gnome pincher, halfling rope-shot, heavy flail, kusarigama, kyoketsu shoge, meteor hammer, morningstar, nine-section whip, nunchaku, sansetsukon, spiked chain, urumi, and whip.

Hammers: aklys, battle aspergillum, club, greatclub, heavy mace, light hammer, light mace, mere club, planson, taiaha, tetsubo, wahaika, and warhammer.

Monk: bo staff, brass knuckles, butterfly sword, cestus, dan bong, double chained kama, double chicken saber, emei piercer, fighting fan, hanbo, jutte, kama, kusarigama, kyoketsu shoge, lungshuan tamo, monk's spade, nine-ring broadsword, nine-section whip, nunchaku, quarterstaff, rope dart, sai, sansetsukon, seven-branched sword, shang gou, shuriken, siangham, temple sword, tiger fork, tonfa, tri-point double-edged sword, unarmed strike, urumi, and wushu dart.

Natural: unarmed strike and all natural weapons, such as bite, claw, gore, tail, and wing.

Polearms: bardiche, bec de corbin, bill, crook, glaive, glaive-guisarme, guisarme, halberd, hooked lance, lucerne hammer, mancatcher, monk's spade, naginata, nodachi, ranseur, rhomphaia, tepoztopilli, and tiger fork.

Spears: amentum, boar spear, chain spear, elven branched spear, javelin, harpoon, lance, longspear, orc skull ram, pilum, planson, shortspear, sibat, spear, tiger fork, trident, and weighted spear.

Thrown: aklys, amentum, blowgun, bolas, boomerang, brutal bolas, chakram, club, dagger, dart, sling staff, harpoon, hunga munga, javelin, lasso, kestros, light hammer, net, poisoned sand tube, rope dart, shortspear, shuriken, sling, sling glove, spear, throwing axe, throwing shield, trident, and wushu dart.

Sea Stride: Starting at 7th level you may move through any costal or aquatic terrain (such as loose sand, urchin aggregations, and similar terrain) at your normal speed and without taking damage or suffering impairment. In addition you receive a +4 bonus to swim checks.

Scent (Ex): Beginning at 8th level you can follow creatures by smell underwater and gain the scent ability while in aquatic environments.

Evasion (Ex): When she reaches 9th level, a mariner can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can only be used if the mariner is wearing light, medium, or no armor. A helpless mariner does not gain the benefit of evasion.

Deep Water Defense (Ex): Beginning at 12th level you no longer suffer adverse effects from the ocean depths. You become immune to damage and other adverse effects caused by the pressure and cold of deep water.

Underwater Obfuscate (Ex): At 12th level the mariner can use the Stealth skill to hide in an aquatic environment even if the terrain doesn't grant cover or concealment.

Improved Evasion (Ex): At 16th level a mariner's evasion improves. This ability works like evasion, except that while the mariner still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless mariner does not gain the benefit of improved evasion.

Hide in Clear Water (Ex): Beginning at 17th level a mariner under water can use the Stealth skill even while being observed.



Armor Mastery (Ex): At 19th level, a mariner gains DR 5/- whenever she is wearing armor or using a shield.

Marine Life Master (Ex): A mariner of 20th level becomes a master hunter of oceanic inhabitants. She can always move at full speed while using Survival to follow tracks underwater without penalty. She can, as a standard action, make a single attack against an aquatic enemy at her full attack bonus. If the attack hits, the target takes damage normally and must make a Fortitude save or die. The DC of this save is equal to 10 + 1/2 the ranger's level + the mariner's Wisdom modifier. A mariner can choose instead to deal an amount of nonlethal damage equal to the creature's current hit points. A successful save negates this damage. A mariner can use this ability 5 times per day.

Weapon Mastery (Ex): At 20th level, a mariner chooses one weapon, such as the net, harpoon, or trident. Any attacks made with that weapon automatically confirm all critical threats and have their damage multiplier increased by 1 (×2 becomes ×3, for example). In addition, she cannot be disarmed while wielding a weapon of this type.

NEW FEATS

FAST FOLDER

You fold nets quickly and efficiently while in combat.

Prerequisite: Base attack +4, Quick Draw, proficiency with net.

Benefit: You can fold a net as a move action in combat.

Normal: Folding a net takes 2 rounds for a proficient user, or 4 rounds for a non proficient user.

Special: you can gain Fast Folder multiple times. Each time you take this feat it applies to a new type of net.

IMPROVED NET COMBAT (COMBAT)

You are excellent at controlling creatures caught in your net.

Prerequisite: Net Combat, base Attack +1, proficiency with net.

Benefit: When you have an opponent entangled in a net you can make an opposed Strength check as a move action to control the trailing rope.

Normal: Making an opposed Strength check to control a net's trailing rope is a standard action.

NET COMBAT (COMBAT)

You excel at entangling foes in your net.

Prerequisite: Base Attack +1, proficiency with net.

Benefit: Opponents entangled by you with a net attack add +2 to the DC of their Escape Artist attempts and Strength checks to escape, and entangled spellcasters add +2 to the DC of their concentration checks to cast spells.

OCEANWISE (COMBAT)

You are more aware of dangers that lurk in the oceans depths.

Benefit: You gain a +2 bonus to Knowledge (nature) and Perception skill checks while in or on a body of water. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

OCEAN BRAWLER (COMBAT)

You are skilled at fighting underwater.

Prerequisite: Base attack +1

Benefit: Choose one bludgeoning weapon or slashing weapon with which you are proficient. As long as you are not off balance, you suffer no attack or damage penalties when attacking with this weapon in water.

Normal: Slashing and bludgeoning weapons suffer a -2 penalty to attack rolls and deal only half damage if used underwater.

SUDDEN BRACE (COMBAT)

You are able to swiftly brace your weapon when intercepting an opponents charge.

Prerequisite: Base attack +1, wielding a weapon with the brace quality.

Benefit: As an immediate or swift action, you can brace your weapon against an opponent making a charge attack against you. You only gain the benefit of the sudden brace feat once per round.

UNDERWATER SHOT

You have developed the technique of firing a ranged weapon into or through the water with better accuracy than normal, striking at just the right angle to allow it to slice through the obstruction with precision.

Prerequisite: Point Blank Shot

Benefit: You can employ ranged weapons underwater at a reduced range increment. You do not take the normal penalty for making a ranged attack through water.

Thrown Weapons: You can use thrown piercing weapons underwater with a -2 penalty for every 5 feet of water passed through, in addition to any range increment penalties.

Missile Weapons: You can use bows and crossbows underwater with a -2 penalty for every 10 feet of water passed through, in addition to any range increment penalties.

In addition, water does not provide any cover against your ranged attacks if you are out of the water and firing at a target in the water. If your weapon's range increment is different underwater than it is above water, count the water surface as the beginning of a new range increment, and use your underwater range increment after the point at which your weapon strikes the water.

Normal: Thrown weapons are not useable underwater. Ranged attacks through water normally receive a penalty of -2 for every 5 feet of water they pass through. A target in water has improved cover or total cover against attacks from out of the water.

WIGGLE FREE (COMBAT)

You are very agile underwater and can escape from nets easier than others.

Prerequisite: Dex 13, escape artist 1 rank.

Benefit: You gain a +2 bonus to your CMD when resisting being grappled by a net. Furthermore, if you become entangled in a net, you receive a +2 to your Escape Artist skill check to free yourself.

TRACKING UNDERWATER

Mariners and other classes with the Track feature (such as rangers), can follow trails across streams and underwater. Such terrain cannot hold tracks but those with the Track feature use faint scent traces and lingering disturbances in the water to follow the recent passage of their quarry. Since water (especially if moving) quickly washes away the trail, the Survival check DC for tracking in water is modified by +10. For each minute that passes since the trail was made, the DC also increases by 1 (or by 5 in flowing water). Tracking through rushing or stormy water is impossible.

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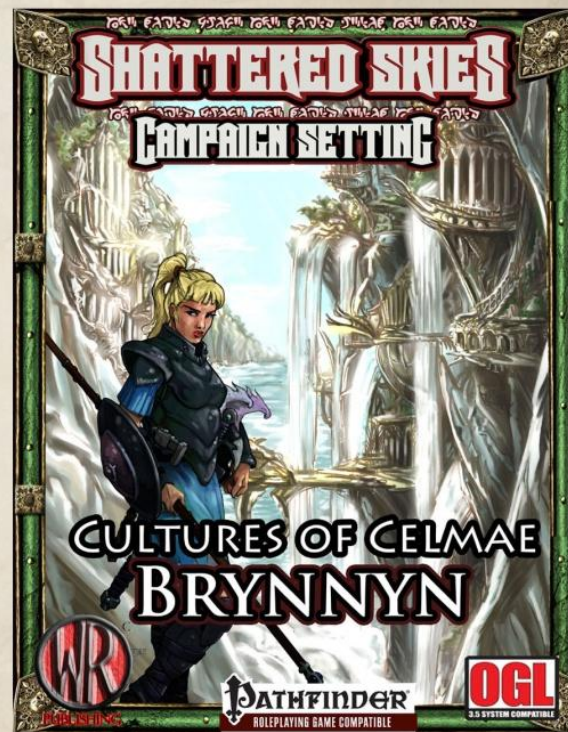
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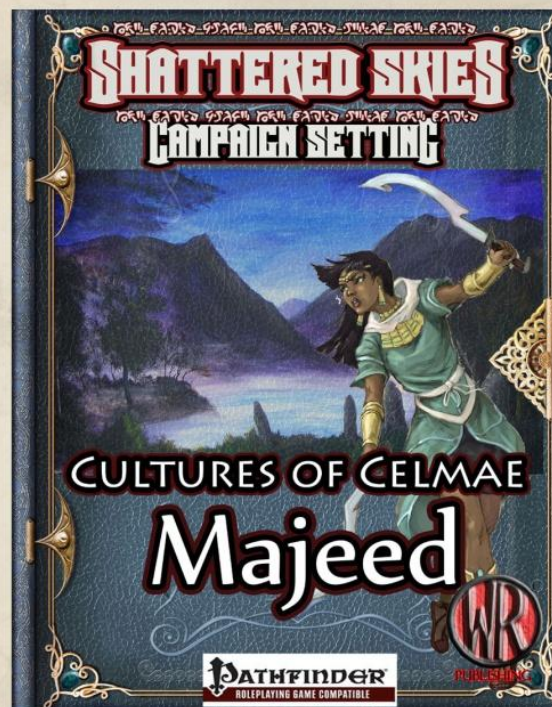
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