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CHARLES RICE AND CHRIS DAVIS



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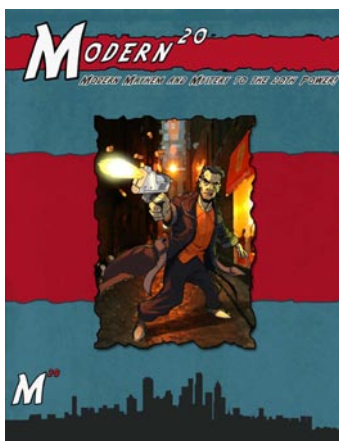
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PIRATES²⁰:THE GOLDEN AGE OF PIRACY

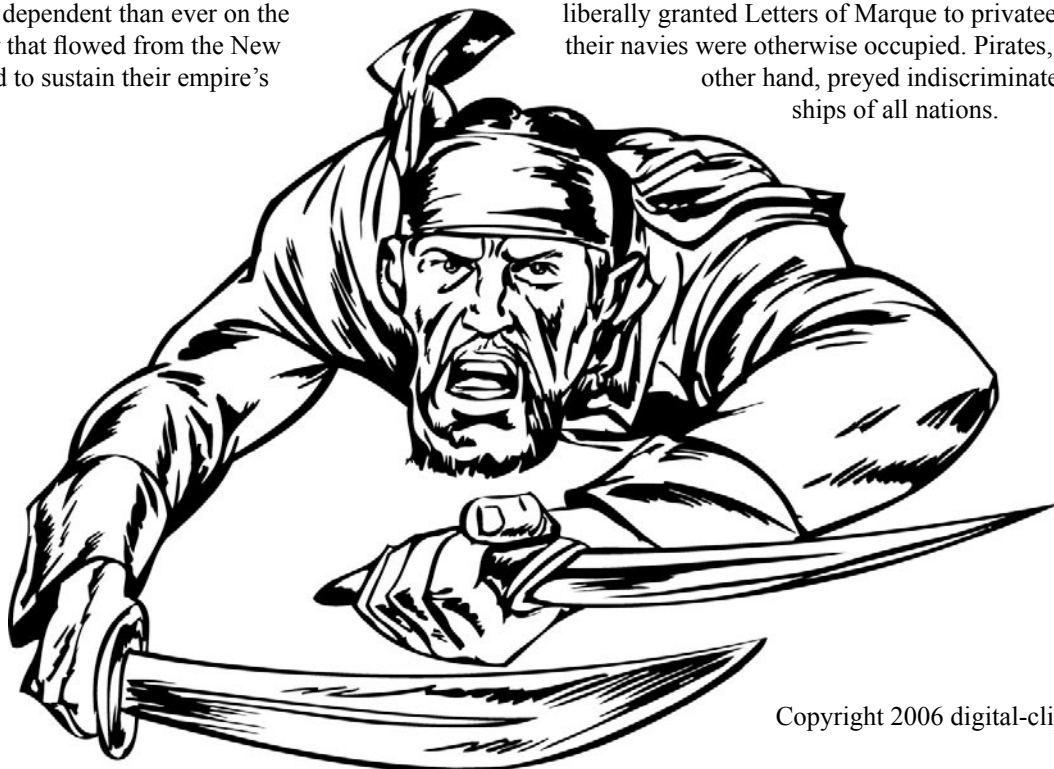
BY MIKE LAFFERTY AND CHARLES RICE

The Golden Age of Piracy took place from approximately 1660 to 1720 A.D. Dynastic struggles and imperial intrigue had Europe embroiled in numerous wars, and national alliances shifted on a regular basis. With the military might of the Great Powers tied up in Europe, their far-flung colonies and the lucrative shipping lanes that connected them to the Old World were poorly guarded.

The situation was particularly dire for the Spanish Empire. With its forces diverted to wars in Europe, its American colonies were increasingly sparsely defended, even as the Spanish became more dependent than ever on the silver that flowed from the New World to sustain their empire's

military ambitions. The massive Spanish treasure galleons, loaded with silver mined by slaves in South and Central America, made irresistible targets for French, English, and Dutch pirates and privateers.

Privateers are different from pirates in that privateers had a 'Letter of Marque' from their government that allowed them to attack merchant ships of whatever countries were stated in the letter. The privateers took a generous cut of the loot stolen from the ships and passed the rest on to their government. With military forces increasingly occupied in Europe, many of the Great Powers liberally granted Letters of Marque to privateers since their navies were otherwise occupied. Pirates, on the other hand, preyed indiscriminately on ships of all nations.



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The ease with which European nations granted letters of Marque combined with the target rich environment of poorly guarded silver-laden convoys kicked off a boom in piracy in the Atlantic. At one point, all commercial shipping in the Caribbean was brought to a near standstill by the heavy pirate activity. Pirates and privateers even established their own republic in the Bahamas (which was ruled by Blackbeard himself - until the English government came in and took back control.)

Even during these prosperous years, a pirate's life was hard and more often than not ended with a violent death and the possibility of your tarred corpse hung to swing in the breeze in the bay of a port town as a warning to others. Why did so many sailors take up a life of piracy? Adventure and rebellion have always been popular – and the looming threat of death only served to add enticement. “Live fast, die young” could have been the slogan for many pirate crews. Or as Bart Roberts (the most successful pirate of the Golden Age) put it: “... a merry life and a short one shall be my motto.”

This article aims to present some new occupations, equipment and sample characters that can provide the basis of a cinematic pirate fantasy campaign for Modern²⁰.

NEW OCCUPATIONS

PIRATE

You are a crewman on a ship that practices piracy on the high seas

Professional Skills: Vehicles (sailboat), Firearms and Weapons

Improved Feats: Endurance Training: +2 Con; Enemy (military naval forces): +3 bonus to damage rolls; Move-By Action: when conducting a move-by attack from a vehicle, you gain a +2 bonus on your attack roll; Point Blank Shot: +2 damage

PIRATE CAPTAIN

You command a pirate ship. Your command is largely grounded in your personal charisma and ability to keep the crew happy. Pirate crews often functioned as democracies – and a captain who made unwise or unpopular decisions would be quickly voted out.

Professional Skills: Vehicles, Weapons, Leadership

Improved Feats: Expert in your field (Leadership): your Reputation modifier is treated as +2 higher for purposes of this feat; Exploit Weakness: your Intelligence modifier is treated as +2 higher for purposes of this feat; Intimidating Presence: your Charisma modifier is considered +2 higher for purposes of this feat; Teamwork: +3 bonus to attack rolls when working with your team, Evasive Maneuvers (Naval) – your Vehicle skill is treated as +2 higher for purposes of this feat.

NEW FEATS

EVASIVE MANEUVERS (NAVAL)

General

You are an excellent helmsman and can squeeze every ounce of maneuverability out of a ship.

Prerequisite: Vehicles 4 ranks, Helmsman perk

Effect: You may use your Vehicles skill +10 as your ship's Defense, rather than your class-based Defense bonus. Evasive Maneuvers may only be used in situations where you would not be denied your Dexterity bonus. Using this feat is a move action.

TABLE 1: RANGED WEAPONS

| Weapon | Damage | Str Min | Type | Range Inc. | ROF | Magazine | Dex Min | Cost |
|------------------|--------|---------|-----------|------------|-----|----------|---------|------|
| Handgun | | | | | | | | |
| Flintlock Pistol | 2d4+2 | 8 | Ballistic | 12 ft. | S | 1 int. | Med | 16 |
| Longarms | | | | | | | | |
| Flintlock Musket | 2d8+4 | 13 | Ballistic | 30 ft. | S | 1 int. | Large | 22 |

EQUIPMENT

FLINTLOCK FIREARMS

requires Personal Firearms Proficiency Feat

Flintlocks were an early firearm that used black powder and flint to generate the explosion that fired the shot. Reloading a flintlock firearm requires a full round action and a move action which means that under optimal conditions, the weapon may only be fired once every other round. The Personal Firearms Proficiency feat applies to this weapon.

MELEE WEAPONS

IMPROVISED WEAPONS

Pirates often made use of improvised weapons. When using an improvised weapon, the attacker suffers a -4 to the attack roll. The following damage values may be used as a guide when determining damage for some of the more common improvised weapons found in this scenario: Tankard or Jug (1d3), Chair (1d4), Table (1d8). These weapons have a range increment of 10 ft. and have a 50% chance of breaking each time they deal damage.

TABLE 2: MELEE WEAPONS

| Weapon | Damage | Str Min | Damage Type | Range Increment | Size | Min Dex |
|------------------------|--------|---------|-------------|-----------------|-------|---------|
| Simple Weapons | | | | | | |
| Basket Hilt | * | 8 | Bludgeoning | — | Small | — |
| Belaying Pin | 1d6 | 5 | Bludgeoning | 10 ft. | Med | - |
| Knife | 1d4 | 5 | Piercing | 10 ft. | Tiny | 10. |
| Archaic Weapons | | | | | | |
| Broadsword | 1d8 | 10 | Slashing | — | Med | - |
| Cutlass | 1d6 | 8 | Slashing | — | Small | 10 |
| Rapier | 1d6 | 8 | Piercing | — | Med | 10 |
| Scottish Claymore | 1d10 | 12 | Slashing | — | Med | --. |

SIMPLE WEAPONS

BASKET HILT

An elaborate set of curved and looped bars that extend off the sword's guard and surround the hilt. A basket hilt protects the swordsman's hand and allows him to deal lethal damage with an unarmed strike instead of nonlethal damage. A strike with a basket hilt is otherwise considered an unarmed attack. When used by a character with the Brawl feat, a basket hilt increases the base damage dealt by an unarmed strike by +1 and turns the damage into lethal damage. An opponent in melee combat who chooses to fight defensively or takes a total defense action against an attacker armed with a basket hilt weapon provokes an attack of opportunity from the basket hilt.

BELAYING PIN

A stout wooden rod used in sailing to secure ropes. Also doubles as a handy club.

KNIFE

A simple sheath knife designed for utility, but also suitable for combat.

ARCHAIC WEAPONS

BROADSWORD

A double-edged sword with a straight blade and cross guard. A broadsword is an unwieldy weapon to use aboard a ship, imposing a -1 penalty to the attack roll.

CUTLASS

A short, thick slashing sword with a curved blade and a basket hilt.

RAPIER

The rapier is a lightweight sword with a thin blade and a basket hilt. A rapier is an unwieldy weapon to use aboard a ship, imposing a -1 penalty to the attack roll.

SCOTTISH CLAYMORE

A heavy double-edged broadsword with a straight blade and basket hilt. This entry refers to the one-handed version. A Scottish claymore is an unwieldy weapon to use aboard a ship, imposing a -1 penalty to the attack roll.

ARTILLERY

PIRATE GRENADE

A clumsy little bomb that consists of a clay jar stuffed with gunpowder and lit by a cloth fuse. Pirate grenades require a move action to light. Because the fuse burns at variable rates, a defender who makes a Reflex save (DC 15) may take an attack of opportunity to pick up the grenade and toss it back at his attackers. If the save fails, the grenade explodes in the thrower's hand, causing an additional 1d6 points of damage. The thrower does not get to make a Reflex save for half damage if he attempted to pick up the pirate grenade.

SWIVEL GUN

Miniature cannons loaded with grapeshot, these guns were mounted on swivels and were used to sweep the deck of enemy ships before boarding. Grapeshot targets a 10-foot-by-10-foot area with an effective Defense of 10. If the attack succeeds, every creature within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Reduce swivel gun damage by 1 point for every range increment of the attack. Reloading a swivel gun requires a full round action and a move action which means that under optimal conditions, the weapon may only be fired once every other round. The Exotic Firearms Proficiency (cannon) feat applies to this weapon.

TABLE 3: ARTILLERY

| Weapon | Damage | ROF | Type | Burst Radius | Reflex DC | Range Inc. | Res | Cost |
|----------------|--------|-----|-----------|--------------|-----------|------------|-----|------|
| Pirate Grenade | 2d6 | 1 | Slashing | 10 ft. | 15 | — | -- | 10. |
| Swivel Gun | 2d8 | 1 | Ballistic | — | — | 20 ft. | Mil | 50 |
| Cannon | 2d12 | 1 | Ballistic | — | — | 55 ft. | Mil | 70 |

CANNON

Cannons were mounted on ships and land-based fortifications. Reloading a cannon requires two full round actions from a crew of two, which means that under optimal conditions, the weapon may only be fired once every third round. The Exotic Firearms Proficiency (cannon) feat applies to this weapon.

ARMOR

LEATHER BUFF COAT

A heavy leather coat that provides some protection during hand-to-hand combat.

BREASTPLATE

Typically worn by Spanish officers in this adventure, a breastplate provides increased protection in combat in exchange for some mobility

VEHICLES

PINNANCE

A light, dual-masted ship used for scouting or for quick raids. The pinnace is 18 squares long and 4 squares wide. It provides one-quarter cover to those above deck and full cover to those below deck. This vehicle comes equipped with four cannons (2 port, 2 starboard) and one swivel gun (aft) on deck.

TABLE 4: ARMOR

| Name | Str Min | DR | Vuln | Move Penalty | Armor Penalty | Cost | Res. |
|---------------------|---------|----|-----------|--------------|---------------|------|----------|
| Light Armor | | | | | | | |
| Leather Buff Coat | -- | +1 | Ballistic | 0 | -0 | 10 | -- |
| Medium Armor | | | | | | | |
| Breastplate | 16 | +6 | Ballistic | -10 ft | -6 | 23 | Mil (+1) |

SCHOONER

A three-masted, square-sailed ship with a shallow draft that was favored by pirates of the Caribbean for its ability to navigate shoal waters and hide in remote coves. The schooner is 21 squares long and 6 squares wide. It provides one-quarter cover to those above deck and full cover to those below deck. This vehicle comes equipped with eight cannons (4 port, 4 starboard) and two swivel guns (1 fore, 1 aft) on deck.

MERCHANTMAN

A three-masted, square-sailed ship designed to carry passengers and cargo. The merchantman is 21 squares long and 6 squares wide. It provides one-quarter cover to those above deck and full cover to those below deck. This vehicle comes equipped with 4 cannons (2 port, 2 starboard) on deck.

MONSTERS

ZOMBIE PIRATES

Perhaps encountered on a drifting ghost ship, perhaps discovered guarding a treasure on a cursed island – these pirates ran afoul of black magic and met a grisly

end. They are now spending the rest of their miserable days on earth as the walking dead.

Zombie Pirates - Tank (Tank 1): HD 1d12+2; HP 14; Init +1; Spd 30 ft; Defense 11, touch 11, flatfooted 10 (+1 Dex, +0 Class); BAB +0; Atk +3 melee (1d6+4, Cutlass); SQ Resilience, Undead, Liquefied Spew, Darkvision; AL Evil; SV Fort +0, Ref +2, Will +1, Rec NA; Rep +0; Str 19, Dex 6, Con -, Int -, Wis 10, Cha 1.

Skills: Weapons 4 (+8)

Feats: Darkvision, Liquefied Spew, Undead

Possessions: Cutlass; Wealth +0.

Undead: Undead are immune to poison, sleep, paralysis, stunning, disease, necromantic effects, and mind-affecting effects. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or any effect requiring a Fortitude save unless the effect also works on objects or is harmless. They may be healed by application of negative energy (such as an inflict light wounds spell). They are destroyed if reduced to 0 hit points or less.

Liquefied Spew : Whenever a liquefied zombie is damaged in combat by anything other than a bludgeoning weapon, some of the liquefied tissue spews forth, covering everything within 5 feet of

TABLE 5: VEHICLES

| Name | Crew | Pass | Cargo | Init | Maneuver | Top Speed (mph)/chase scale | Defense | Hardness | Hit Points | Size |
|--------------|------|------|----------|------|----------|-----------------------------|---------|----------|------------|------|
| Ships | | | | | | | | | | |
| Pinnance | 7 | 50 | 38 tons | -5 | -5 | 16 (1) | 2 | 15 | 50 | C |
| Schooner | 35 | 15 | 200 tons | -7 | -7 | 20 (1) | 2 | 15 | 75 | C |
| Merchantman | 24 | 40 | 200 tons | -7 | -7 | 17 (1) | 2 | 15 | 60 | C |

the zombie. The scalding liquid deals 1d6 points of damage.

Darkvision : Liquefied zombies have darkvision with a range of 60 feet.

Possessions: Cutlass; Wealth +0.

SEA MONSTER

A sea monster has a draconic head and a snakelike body that measures 200 feet long. Sightings of such beasts are most common on the high seas and they have been rumored to attack ships when hungry enough or if they're feeling particularly territorial.

Sea Monster(Powerhouse 4) Huge Magical Beast: HD 4d10+16; HP 55; Init +0; Spd swim 60 ft; Defense 12, flatfooted 12 (+0 Dex, +3 Class, -2 Size); BAB +4; Atk +10 melee (2d6+8, tail slap); Full Atk +10 melee (2d6+8, bite or tail slap); SQ Melee Master, Improved Grab, Swallow Whole, darkvision 60 ft, low-light vision, underwater stealth bonus ; AL none; SV Fort +8, Ref +1, Will +3, Rec +6; Rep NA; Str 23, Dex 11, Con 18, Int 2, Wis 14, Cha 6

Skills: Athletics 1 (+7), Unarmed 6 (+12); Endurance Athletics (Athletics), Stealth +0 (+10 underwater)

Feats: Improved Grab, Size Increase x3 (Huge), Swallow Whole

Character Disadvantages: Severe Disability (waterbreathing)

Underwater Stealth Bonus:The sea monsters sea green coloration and shape grant it a +10 species bonus on Stealth checks made while it is underwater.

Improved Grab (Ex):To use this ability, the sea monster must hit an opponent at least one size category smaller than itself with its bite attack. If it gets a hold, it automatically deals bite damage each round that the hold is maintained, and it can swallow in the next round.

Swallow Whole (Ex):If a sea monster begins its turn with an opponent two or more size categories

smaller than itself held in its mouth, it can attempt a new grapple check as though trying to pin the opponent. If it succeeds, it swallows its opponent, automatically dealing bite damage. Once inside the sea monster, the opponent takes bludgeoning damage equal to the serpent's tail slap attack plus 1d6 points of acid damage per round from the monster's gullet. A successful grapple check allows the swallowed creature to climb out of the gullet and return to the sea monster's maw, where another successful grapple check is needed to get free. Alternatively, the swallowed creature can attack from inside the gullet using claws or a Small or Tiny slashing weapon. Dealing at least 20 points of damage to the gullet (Defense 25) in this way creates an opening large enough to permit escape. Once a single swallowed creature exits, muscular action closes the hole; thus, another swallowed creature must cut its own way out. A Huge sea monster's gullet can hold 2 Medium-size, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

SAMPLE CHARACTERS

PIRATE

These stats are intended for a low ranking member of a pirate crew.

Pirate - Powerhouse (Powerhouse 1): HD 1d10+2; HP 12; Init +1; Spd 30 ft; Defense 10, touch 10, flatfooted 10 (+1 Dex, +0 Class); BAB +1; Atk +4 melee (1d6+4, cutlass), or +4 melee (1d4+4, knife) or +melee (1d6+4, belaying pin) or +2 ranged (2d4+2, flintlock pistol); SQ Melee Master; AL His ship and crew; SV Fort +4, Ref +1, Will -1, Rec +3; Rep +0; Str 15, Dex 13, Con 14, Int 10, Wis 8, Cha 12.

Background: Criminal

Occupation: Pirate: Perks (Weapons- Aggressive Stance; Weapons- Reactive Stance)

Hobby: Crime

Skills: Athletics 4 (+6), Crime 4 (+4), Firearms 4 (+5), Influence 4 (+5), Perception 4 (+3), Vehicles (sailboats) 4(+4), Unarmed 4 (+6), Weapons 4 (+6)

Feats: Armed Defense (16 Defense against melee when not flat-footed), Attack Focus (cutlass), Move-By Action, Point Blank Shot,

Wealth: 10

Possessions: Cutlass, knife, belaying pin, flintlock pistol, Leather Buff Coat (1 DR)

PIRATE (EXPERIENCED)

These stats are intended for a slightly more seasoned member of a pirate crew.

Pirate (Experienced) - Powerhouse (Powerhouse 3): HD 3d10+2; HP 36; Init +1;Spd 30 ft; Defense 14, touch 14, flatfooted 13 (+2 Dex, +2

Class); BAB +3; Atk +3 melee(1d4+3, knife), Atk +4 (1d8+4, Broadsword), or +2 ranged (2d4+2, Flintlock pistol) or +2 ranged (2d6 Pirate grenades) ; SQ Melee Master; AL his ship and crew; SV Fort +6, Ref +1, Will +0, Rec +4; Rep +0; Str 16, Dex 14, Con 18, Int 10, Wis 8, Cha 8.

Background: Criminal

Occupation: Pirate: Perks (Vehicles - Helmsman; Vehicles- Navigate)

Hobby: Crime

Skills: Athletics 4 (+6), Crime 4 (+4), Influence 4 (+5), Perception 4 (+3), Streetwise 4 (+3), Unarmed 4 (+6), Vehicles(sailboats) 4(+6) Weapons 4 (+6)

Feats: Armed Defense (16 Defense against melee when not flat-footed), Attack Focus (Broadsword), Move-By Action, Point Blank Shot

Wealth:13

Possessions Broadsword, knife, flintlock pistol, 4 pirate grenades, Leather Buff Coat (1 DR) , Wealth 10

PIRATE LIEUTENANT

These stats are intended for a highly capable fighter and sailor who is possibly serving as the second in command of a pirate vessel. He does not possess the leadership, brains or charisma of the captain – but he's as strong as a mule and a good hand to have around during a fight.

Pirate Lieutenant - Intermediate Powerhouse

(Powerhouse 4): HD 4d10+8; HP 34; Init +1; Spd 30 ft. (25 ft. in armor); Defense 16, touch 16, flatfooted 15 (+3 Dex, +3 Class); BAB +4; Atk +8 melee (1d10+7, Scottish Claymore), or +7 ranged (2d4+2, Flintlock pistol); SQ Melee Master; SV Fort +6, Ref +4, Will +0, Rec +4; Rep +2; Str 16, Dex 16, Con 14, Int 8, Wis 8, Cha 8

Background: Criminal

Occupation: Pirate: Perks (Weapons- Aggressive Stance; Weapons – Flurry; Vehicle: Helmsman; Vehicle: Navigate)

Hobby: Crime

Skills: Athletics 7 (+10), Crime 4 (+3), Firearms 7 (+10), Perception 4 (+3), Streetwise 4 (+5), Unarmed 7 (+10), Weapons 7 (+10), Vehicles (sailboats) 4 (+7)

Feats: Armed Defense (20 Defense against melee when not flat-footed), Attack Focus (Scottish Claymore), Attack Focus (Flintlock pistol), Attack Specialization (Scottish Claymore), Career Advancement 2, Enemy (military naval forces),

Wealth: 17

Possessions: Scottish Claymore, brace of 4 flintlock pistols, knife; Clothing, personal possessions

ADVENTURING SWORDSMAN

This is an unusual brigand. He has taken to the high seas and a life of piracy so that he can find adventure and test his fighting skills. Perhaps he's on a mission of vengeance search for the man who has wronged him or perhaps he's a mercenary, selling his sword arm to whichever captain can pay the best.

Adventuring Swordsman - Intermediate

Speedfreak (Speedfreak 4): HD 4d8+8; HP 40; Init +7; Spd 35 ft; Defense 17, touch 17, flatfooted 17 (+3 Dex, +4 Class); BAB +3; Atk +6 Melee (1d4+1, Knife) or +6 Melee or +7 Melee (1d6+3 Rapier) +6 Ranged (1d6+2, Flintlock pistol); SQ Need for Speed; AL none; SV Fort +4, Ref +7, Will +2, Rec +3; Rep +6; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Background: Adventurer

Occupation: Pirate: Perks (Weapons- Aggressive Stance; Vehicles - Helmsman)

Hobby: Streetwise

Skills: Acrobatics 7 (+10), Athletics 7 (+10), Firearms 7 (+10), Outdoorsman 4 (+9), Perception 4 (+9), Stealth 7 (+14), Vehicles (sailboats) 4 (+5), Weapons 4 (+5)

Feats: Acrobatic Defense (Defense 20 against ranged attacks when not flat-footed), Attack Focus (Rapier), Acrobatic Feint, Cat's Landing, Defensive Roll, Improved Initiative, Uncanny Dodge, Weapon Finesse (Rapier)

Wealth: 13

Possessions: Rapier, flintlock pistol, knife, buff coat (1 DR), clothing

SAMPLE PIRATE CAPTAIN - CAPTAIN JAMES NORRELL

The second son of a Welsh nobleman, Norrell's father strongly "suggested" he join the Navy after a series of embarrassing public scandals involving his drunkenness and gambling habits. Norrell soon found himself in the Caribbean, where he excelled as a privateer under Captain Henry Morgan. After successfully sacking a wealthy Spanish fort, Morgan gave him a pinnace named the *Peregrine* which he has captained with great success. (*Captain Norrell originally appeared in AAARRR!: The Treasure of Scurvy Jenkins! from Small Niche Games – which is currently being converted into a Modern²⁰ adventure.*)

Captain James Norrell - Pirate Captain -

Intermediate Star (Star 4): HD 4d8+8; HP 29; Init +1; Spd 30 ft.; Defense 18, touch 18, flatfooted 13 (+1 Dex, +4 Cha, +3 Class); BAB +2; Atk +3 melee (1d6+3, cutlass), or +4 ranged (2d4+2, flintlock pistol); SQ Friends in High Places; AL none; SV Fort +6, Ref +6, Will +6, Rec +3; Rep +11; Str 12, Dex 13, Con 14, Int 10, Wis 8, Cha 16.

Background: Dilettante

Occupation: Pirate Captain: Perks (Vehicles (sailboats): Navigate); Vehicles (sailboats) Helmsman; Leadership- Group Cohesion; Leadership- Inspire Courage)

Hobby: Crime

Skills: Acrobatics 7 (+8), Crime 4 (+5), Firearms 7 (+8), Influence 7 (+10), Leadership 7 (+10), Perception 7 (+6), Streetwise 7 (+6), Weapons 4 (+5)

Feats: Attack Focus (flintlock pistol), Banter, Evasive Maneuvers (Naval), Intimidating Presence, Lucky, Renown, Teamwork

Access/Contacts/Followers: Top Secret Access; 2nd Level Followers (2); Skill Contact: Medicine 15 ranks (ship's doctor)

Wealth: 34

Possessions: Buff Coat (1 DR), brace of 6 flintlock pistols, cutlass, large tri-cornered hat with a feather, spyglass, clothing, navigation charts, sextant, compass

SOLDIER/SAILOR

These stats can be used for soldiers and sailors in the employ of any of the European nations that were active in the Caribbean during the Age of Piracy.

Soldier- Tank (Tank 1): HD 1d12+2; HP 14; Init +1; Spd 30 ft; Defense 11, touch 11, flatfooted 10 (+1 Dex, +0 Class); BAB +0; Atk +3 melee (1d6+4, cutlass), or +3 melee (1d4+4 knife) or +1 ranged (2d8+4, flintlock musket); SQ Resilience; AL Spain; SV Fort +4, Ref +2, Will +1, Rec +7; Rep +0; Str 14, Dex 13, Con 15, Int 10, Wis 12, Cha 8.

Background: Military

Occupation Soldier: Perks (Weapons- Aggressive Stance; Weapons- Reactive Stance)

Hobby Weapons

Skills Athletics 4 (+6), Firearms 4 (+5), Outdoorsman 4 (+5), Perception 4 (+5), Stealth 4 (+5), Unarmed 4 (+6), Vehicles (sailboats) 4 (+5) Weapons 4(+6),

Feats Accurate Attack, Attack Focus (cutlass), Defensive Attack, High Pain Threshold

Possessions Cutlass, knife, Flintlock musket, clothing

OFFICER

These stats can be used for low level officers of any of the European nations.

Officer- Tank (Tank 2): HD 2d12+2; HP 22; Init +1; Spd 30 ft; Defense 11, touch 11, flatfooted 10 (+1 Dex, +0 Class); BAB +1; Atk +4 melee (1d6+4, cutlass), or +4 melee (1d4+4 knife) or +2 ranged (2d8+4, flintlock musket); SQ Resilience; AL Spain; SV Fort +4, Ref +2, Will +1, Rec +7; Rep +0; Str 14, Dex 13, Con 15, Int 10, Wis 12, Cha 8.

Background: Military

Occupation Military Officer: Professional Skills: Firearms, Influence, Leadership. Perks (Military Rank, Leadership - Group Cohesion)

Perks (Weapons- Aggressive Stance; Weapons- Reactive Stance)

Hobby Weapons

Skills Athletics 5 (+7), Firearms 4 (+5), Influence 5 (+5), Leadership 4 (+4), Perception 5 (+6), Stealth 4 (+5), Unarmed 4 (+6), Vehicles (sailboats) 5 (+6), Weapons 4(+6),

Feats Accurate Attack, Attack Focus (cutlass), Defensive Attack, High Pain Threshold

Possessions Cutlass, knife, Flintlock musket, clothing

MILITARY CAPTAIN

These stats can be used for the captain of any military vessel in the navy of the European Powers and can suffice for merchant ship captains

Military Captain - Intermediate Powerhouse

(Powerhouse 4): HD 4d10+8; HP 40; Init +1; Spd 30 ft. (20 ft. in armor); Defense 14, touch 14, flatfooted 13 (+1 Dex, +3 Class); BAB +4; Atk +8 melee (1d6+7, rapier), or +7 ranged (2d4+2, flintlock pistol); SQ Melee Master; AL Nation of Origin; SV Fort +6, Ref +2, Will +0, Rec +4; Rep +2; Str 16, Dex 13, Con 14, Int 10, Wis 8, Cha 12.

Background: Military

Occupation: Military Officer: Perks (Leadership: Inspire Courage; Military Rank; Vehicles (sailboats): Helmsman, Vehicles (sailboats): Navigate)

Hobby: Stealth

Skills: Athletics 7 (+10), Firearms 7 (+8), Influence 4 (+5), Leadership 4 (+5), Stealth 4 (+5), Streetwise 4 (+3), Unarmed 7 (+10), Weapons 7 (+10)

Feats: Attack Focus (rapier), Attack Focus (flintlock pistol), Attack Specialization (rapier), Career Advancement, Enemy (Pirates), Exploit Weakness, Evasive Maneuvers (Naval),

Access/Contacts/Followers: Confidential Access
Wealth: 17

Possessions – Rapier, Breastplate (DR 9), flintlock pistol, navigation charts, sextant, compass, clothing.

ADVENTURE HOOKS

HOOK #1

The PCs are drinking in a make-shift bar in a pirate town. A stranger in the corner calls them over and tells them a juicy rumor. As he was sailing towards this port, he and his crew spotted a shipwrecked Spanish galleon on a tiny island a half day's sailing away. The survivors of the shipwreck include several soldiers

and they had made a camp using whatever wood they'd been able to salvage from the wreck. The pirate was sure that they were guarding their remain treasure in their camp – but his crew had been depleted by an earlier combat and so he didn't dare risk an attack. If the PCs will are willing to come on the raid, the stranger promises them an equal share of any treasure.

HOOK #2

One of the PCs wins a treasure map in a dice game in a pirate port. It purports to show the location of the horde of a well known pirate captain. Unfortunately, everyone else in the port town also knows the PCs have the map and this attracts some unwelcome attention. Various crews attack the party with the aim of stealing the map. To make matters worse, the rumor is that the captain was killed by hostile natives shortly after hiding his treasure on a cursed island. The superstitious say that the undead remains of the pirate and his crew have escaped death and now spend their remaining days guarding the treasure.

HOOK #3

The PCs have stopped into a friendly port to restock when they hear lucky bit of news. Just a few hours out of port – a plump Spanish merchantman has fallen behind its treasure convoy. Completely alone and slowed down by a hull full of silver – the galleon is trying desperately to catch up with its escort. It might be a tough fight – but if the PCs take the ship – they'd have drinking and wenching money for the rest of the summer.

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