

Pirate

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	0	2	0	0	1	Navigator Feat
02	1	3	0	0	1	Bonus Feat
03	2	3	1	1	2	+5 HP, DR 1/-
04	3	4	1	1	2	Parley
05	3	4	1	1	3	Bonus Feat
06	4	5	2	2	3	+5 HP, DR 2/-
07	5	5	2	2	3	Scourge of the Sea
08	6/1	6	2	2	4	Bonus Feat
09	6/1	6	3	3	4	+5 HP, DR 3/-
10	7/2	7	3	3	5	
11	8/3	7	3	3	5	Bonus Feat
12	9/4	8	4	4	5	+5 HP, DR 4/-
13	9/4	8	4	4	6	
14	10/5	9	4	4	6	Bonus Feat, Pirate Legend
15	11/6/1	9	5	5	7	+5 HP, DR 5/-
16	12/7/2	10	5	5	7	
17	12/7/2	10	5	5	7	Bonus Feat
18	13/8/3	11	6	6	8	+5 HP, DR 6/-
19	14/9/4	11	6	6	8	
20	15/10/5	12	6	6	9	Bonus Feat

Strong and Hardy Warriors of the sea, Pirates, are a strong force in a fight. While they don't have a diverse array of abilities they make up for it in Hit points, Feats and DR along with vast weapon choices they stand as equivalent of a living battleship.

Types of Pirates

Most pirates are a combination of both Peace Maine and Morgania ideals. Even the final version certain amount of pirates display these original concepts.

Peace Maine

A Peace Maine is a Pirate who goes on adventures, and doesn't really care about personal treasures or going around fighting other Pirates.

Morgania

The Morgania, fight for treasure and personal gain. They are greedy and love to fight just to cause other people pain and misery.

+5 Hp – At 3rd level and every three levels after that Pirates gain 5 extra Hit points on top of their normal levels.

+1 DR – At 3rd level and every three levels after that Pirates gain +1/- damage reduction

Parley – At 4th level a pirate can make a Bluff (Bluff skill +level to the roll) to get the rivals in a 30ft area to become surprised until attacked again. The ability only works 1 per battle

Scourge of the Seas – At 7th level the pirate can roll an intimidation roll and add their reputation score with to one target. If the target is lower level then the pirate they will flee if the result is successful. If the target is equal or higher they will suffer the effects of fear if the roll is successful.

Pirate Legend – At 14th level the pirate can make their Scourge roll effect a 30' area.

Bonus Feats - Able Sniper, Brutal Throw, Catch off Guard, Cleave, Close Quarters Fighting, Close Shot, Combat Expertise, Dazzling Display, Deadly Aim, Deadly Stroke, Deafening Critical, Double Slice, Exhausting Critical, Far Shot, Fire in the Hole, Greater Two Weapon Fighting, Greater Vital Strike, Grenadier, Improved Bull Rush, Improved Critical, Improved Precise Shot, Improved Two Weapon Fighting, Improved Unarmed Strike, Improved Vital Strike, Improvised Weapon Mastery, Leap Attack Doubles, Lucky Bullet, Many shot, Martial Weapon Proficiency, Monkey Grip, Pinpoint Targeting, Precise Shot, Point Blank, Power Attack, Power Throw, Power Critical, Prone Attack, Quick Draw, Rapid Reload, Resounding Blow, Ranged Disarm, Ranged Sunder, Sickening Critical, Sharp-Shooting, Sharp Shooter, Shot on the Run, Staggering Critical, Strike Back, Stunning Critical, Tiring Critical, Throw Anything, Trick Shot, Vital Strike, Weapon Finesse, Weapon Focus, Whirl Wind, Attack Focus, Brilliant Planned Attack, Combat Reflexes, Improved Initiative, Improved Overrun, Monster Hunter, Planned Attack, Rally Behind the Jolly Roger, Reckless Offense, Sea Legs, Spring Attack, Cumbrous Fortitude, Diehard, Dodge, Greater Fortitude, Iron Will, Lighting Reflexes, Mobility, Call of the Sea, Poison Expert, Poison Master, Ship Shape, Wanted Dead or Alive

Weapon Proficiencies: Simple, Martial

Armor Proficiencies: Light, Shields

Hit Die: 1d8

Skills: (points per level 40 + INT MOD)

Acrobatics, Appraise, Bluff, Climb, Craft, Demolitions, Disable Device, Decipher Script, Drive, Forgery, Gamble, Intimidate, Jump, Knowledge Area, Knowledge Astrology, Knowledge Geography, Knowledge Law, Navigate, Notice, Perform, Pick Pocket, Pilot, Profession, Repair, Ride, Stealth, Swim, Taunt, Use Rope, Use Magic Device