

# The BUCCANEER

by Dominique Crouzet, adapted from a Max Prum's idea.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+1	+2	+0	+0	Toughness, Endurance
2 <sup>nd</sup>	+2	+3	+0	+0	—
3 <sup>rd</sup>	+3	+3	+1	+1	Bad repute (-1) ; Indomitable rejection of law (+2)
4 <sup>th</sup>	+4	+4	+1	+1	—
5 <sup>th</sup>	+5	+4	+1	+1	AC Bonus (+1) ; Resist Starving
6 <sup>th</sup>	+6 / +1	+5	+2	+2	—
7 <sup>th</sup>	+7 / +2	+5	+2	+2	Bad repute (-2) ; Indomitable rejection of law (+3)
8 <sup>th</sup>	+8 / +3	+6	+2	+2	—
9 <sup>th</sup>	+9 / +4	+6	+3	+3	AC Bonus (+2) ; Immunity to diseases
10 <sup>th</sup>	+10 / +5	+7	+3	+3	—
11 <sup>th</sup>	+11 / +6 / +1	+7	+3	+3	Bad repute (-3) ; Indomitable rejection of law (+4)
12 <sup>th</sup>	+12 / +7 / +2	+8	+4	+4	—
13 <sup>th</sup>	+13 / +8 / +3	+8	+4	+4	AC Bonus (+3) ; Immunity to poisons
14 <sup>th</sup>	+14 / +9 / +4	+9	+4	+4	—
15 <sup>th</sup>	+15 / +10 / +5	+9	+5	+5	Bad repute (-4) ; Indomitable rejection of law (+5)
16 <sup>th</sup>	+16 / +11 / +6 / +1	+10	+5	+5	—
17 <sup>th</sup>	+17 / +12 / +7 / +2	+10	+5	+5	AC Bonus (+4) ; Resist Death (1 per day)
18 <sup>th</sup>	+18 / +13 / +8 / +3	+11	+6	+6	—
19 <sup>th</sup>	+19 / +14 / +9 / +4	+11	+6	+6	Bad repute (-5) ; Indomitable rejection of law (+6)
20 <sup>th</sup>	+20 / +15 / +10 / +5	+12	+6	+6	AC Bonus (+5) ; Resist Death (2 per day)



Among all the cutthroats, desperados, and bandits of the oceans who form the pirates' societies, are found the buccaneers. Unlike freebooters, buccaneers do not spend most of their life onboard, but aground those islands were pirates establish their nests. Thus, more than sailors they are rough men used to a hard life, able to endure through all kinds of trials and tribulations. These crude hunters spend most of their time in the wilderness, going on pirate raids to help when tough warriors are required.

**Adventures:** The buccaneer's basic motivation is adventure, as they love to have wild times and fun. Yet many buccaneers take up quests in order to find treasure or reap a reward. But in any case the buccaneer will take on the adventurer's life for refusal of normal daily labor as the common peoples.

**Characteristics:** A buccaneers chief characteristic is his toughness and endurance. Buccaneers are rough and rowdy characters who enjoy brawling and drinking. In fact, while the pirate is typically a sailor, this is not so for the buccaneer. As their life is spent primarily ashore, the buccaneers can be seen as a cross between a barbarian, an outlaw, and a sea dog, who lives among pirates but is a mariner only when need be.

**Alignment:** Due to their rejection of the order that civilization represents, buccaneers may only be of chaotic alignments. In fact these insubordinate characters never abide by any code of conduct nor law, but their own. Anyway, the wandering life of a buccaneer and the necessity of doing deeds of questionable morality is not suited to those of lawful alignment.

**Religion:** for the same reason that they reject any authority, buccaneers will reject any established religion. Nonetheless a few buccaneers implore some deities of chaos to help them in their endeavors.

**Background:** Buccaneers are desperate outlaws, vagabonds, and cutthroats who rejected the civilization and went to the sea in search of freedom and return to a natural life far away along distant shores. However, contrary to rangers or druids, buccaneers are primarily criminals motivated by refusal of the society they were born into. Also, they are not real sailors, being more akin to barbarians, except that real barbarians are born among savage peoples. In fact the Buccaneers' name came from their habit, once become wild hunters, to "boucan" the flesh of the animals they hunt. That is, to smoke and dry it so it may be kept for long periods under the tropical climates in which buccaneers usually thrive.

**Races:** The typical buccaneer is a half-orc or a human. Dwarves and half-elves may also take this class; however, elves, gnomes, and halflings are very unlikely to become buccaneers.

**Other Classes:** buccaneers get along the best with barbarians, rangers, and druids. They will have good relationships with rogues and fighters provided these are not of the urban style. However, buccaneers will be most of the time at odds with lawful characters, among which the worse are monks, paladins, and priests of lawful gods.

## GAME RULE INFORMATION

For those concerned by the power of the class, I got a 250 CPs rating when checking the class with the D20 Class Construction Engine (by Khepri Anubi). By comparison, the barbarian is at 245, the rogue at 250.

Buccaneers have the following game statistics.

**Abilities:** Strength and Constitution are the most important attribute for buccaneers, because their life emphasizes so much on the physical aspect. As such, a good dexterity is also an asset for them.

**Alignment:** Buccaneers may only be CG, CN, or CE.

## Class Skills

The buccaneer's class skills (and the key ability for each skill) are:

Balance (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Handle Animals (Cha), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (sailor) (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis).

See Chapter 4: Skills in Core Rulebook I for skill descriptions.

**Skill Points at 1<sup>st</sup> Level:** (4 + INT modifier) x 4.

**Skill Points at Each Additional Level:** 4 + INT modifier.

## Class Features

All of the following are class features of the Buccaneer core class.

**Hit Die:** d12.

**Weapon and Armor Proficiency:** Buccaneers are proficient with all simple, martial, and firearm weapons; and with light armors, but not shields.

**Toughness, Endurance:** At first level the buccaneer gets these two feats for free.

**Bad Repute:** With their filthy attire, rough manners, and typical musket at their side, buccaneers are usually recognized for what they are. As rebels they have got a reputation for trouble among all civilized areas. Thus, by the time he reaches the 3<sup>rd</sup> level, a buccaneer cannot but get adverse reactions from those he meets who belong to a civilized society. With such NPCs the buccaneer suffers a -1 penalty to all Cha rolls and Cha-based skills, with but the notable exception of the Intimidate skill for which it becomes a positive bonus (the NPCs being usually scared by the bad repute of the buccaneer). Every four levels after the third, this penalty/bonus increases by one point.

**Indomitable Rejection of Law:** As already stated earlier, buccaneers are asocial characters who fiercely reject the civilization, thus reject any law or constraint. As such, upon attaining the third level, they get a +2 bonus to their saves against spells which would restrain them or force them do act against their will: *Charm person, Command, Dictum, Dominate person, Enthral, Hold-person, Hypnotism, Geas/Quest, and Suggestion*. Every four levels after the third, this bonus increases by one point.

**AC Bonus:** Buccaneers usually discard medium and heavy armors, for these are hindering onboard, but also under the tropical climates in which they often live. As such, they eventually learn to compensate with increased dodging and agility. Thus, at 5<sup>th</sup> level, buccaneers get a +1 bonus to their AC, which then increases by +1 every four levels thereafter. This bonus is only effective when they wear light or no armor, and would not be denied an AC bonus of dexterity (whatever the cause).

**Resist Starving:** At 5<sup>th</sup>-level, buccaneers become inured to food deprivation, suffering no ill effects from being underfed. One day's ration will sustain the buccaneer for a number of days equal to half his level (rounded down). Thus at 5<sup>th</sup> level one day's ration will sustain him for 2 days, at 6<sup>th</sup> level 3 days, at 8<sup>th</sup> level 4 days, etc. up to 10 days at 20<sup>th</sup> level. Note however that buccaneers are by no way ascetics, just characters inured

to a hard life in the wilderness or aboard a ship. As such, they will drink and eat whenever they get the opportunity, enduring starvation only when they have no other choice.

**Immunity to diseases:** At 9<sup>th</sup> level, the buccaneer becomes immune to all diseases except for magical diseases such as mummy rot and lycanthropy. They owe this extraordinary ability to their habit of often ingesting spoiled meat and bad alcohol.

**Immunity to poisons:** At 13<sup>th</sup> level, the buccaneer becomes immune to all organic poisons, including monster poisons but not mineral poisons or poison-gas. They owe this extraordinary ability to their habit of often ingesting spoiled meat and bad alcohol.

**Resist Death:** At 17<sup>th</sup>-level, the buccaneer becomes even more resistant physically. As such, if a missed fortitude saving throw would result in the buccaneer's death, he is instead reduced to 1 hit-point. The buccaneer can benefit only once per day from this ability. Then, twice per day at 20<sup>th</sup>-level.

**Illiteracy:** Buccaneers, like barbarians, do not automatically know how to read and write. They must spend 2 skill points to gain the ability to read and write any language they are able to speak. Note as for role-playing purposes, that a buccaneer who learns how read and write doesn't become bookish and intellectual. He reads painfully, writes with even more difficulty, and of course will do it only if it is of utmost necessity. In fact a buccaneer doesn't read books to learn things nor get entertainment; only to know how to read treasure maps.

## Ex-Buccaneers

A buccaneer who changes his alignment for a non-chaotic one, or who abandons his harsh life at sea or in the wilderness, for the comforts of the civilized society, cannot anymore progress as a buccaneer. Nonetheless, he doesn't lose any of his abilities, and may even get levels again in that class if he returns to the buccaneer's way of life.

## Buccaneer Starting Package

**Armor:** leather armor +2 AC, speed 30 ft., 15 lb.

**Weapons:** Dagger (1d4, crit 19-20/x2, 10 ft., 1 lb., Tiny, Piercing); Club (1d6, crit x2, 10 ft., 3 lb., Medium-size, Bludgeoning); Musket (1d12, crit x3, 150 ft., 10 lb., Medium size, Piercing).

**Gear:** Backpack with waterskin (filled with the worst of wine), one day's trail rations, bedroll, sack, and flint and steel.

**Gold:** 2d4 gp.

**Feat:** Toughness, Endurance.

**Bonus Feat:** Weapon focus: musket (Human only)

**Skill Selection:** Pick a number of skills equal to 4 + INT modifier.

Skill	Ranks	Ability	Armor
Balance	4	Dex	
Climb	4	Str	
Craft	4	Int	
Escape artist	4	Dex	
Handle animals	4	Cha	
Hide	4	Dex	
Intimidate	4	Cha	
Intuit direction	4	Wis	
Jump	4	Str	
Listen	4	Wis	
Move silently	4	Dex	
Profession (sailor)	4	Wis	
Ride	4	Dex	
Search	4	Int	
Spot	4	Wis	
Swim	4	Str	
Use rope	4	Dex	
Wilderness-lore	4	Wis	

**Feat:** Toughness, Endurance.

**Bonus Feat:** Weapon focus: crossbow or musket, depending on the campaign (Human only)

## Sample Buccaneer NPC

Stevens was born among poor peasants put to starve by taxes. As such, he early had to rely on robbery just in order to eat. Thus, he was eventually condemned to the galleys at the age of 14, for having stolen a loaf of bread. However, after four years of suffering during which he had forged great strength and hate, he escaped to freedom during an attack by pirates. He consequently became a pirate himself, but still resented the mariner's life. Today Stevens lives in the hills behind *Port-Royal*, going on the occasional pirate-raid when such one is planned against his former oppressors.

**Stevens Pyle:** Male human Buccaneer 9, medium humanoid, hp 100, Init +2, Spd 30, AC 16 (touch 16, flat-footed 12); Atk +9/+4 (+15/+10) melee (1d6+6 /18-20 x2 scimitar +2) (+12/+7) ranged (1d12 x3 musket); AL CN; SV Fort +6 (+9), Ref +3 (+7), Will +3 (+6); Abilities: Str 18 (+4), Dex 14 (+2), Con 16 (+3), Int 10 (+0), Wis 12 (+1), Cha 12 (+1).

**Skills and Feats:** Balance +7 (+9), Climb +10 (+14), Intimidate +7 (+10), Hide +7 (+9), Jump +5 (+9), Profession (sailor) +8 (+9), Spot +8 (+9), Swim +8 (+12). Toughness, Endurance, Bad repute (-2), Resist Starving (4 days for 1 day's ration), AC +2, Indomitable rejection of law (+3), Immunity to diseases, and Illiterate. Iron will, Lightning reflexes, Track, Weapon focus: musket.

**Possessions:** Musket, bracers +2 AC, Scimitar +2.