RAZOR COAST

Fire as She Bears

PATHFINDER ROLEPLAYING GAME COMPATIBLE

FROG GOD GAMES

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RAZOR COAST

FIRE AS SHE BEARS
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Introduction:
Battle on the High Seas

High upon the foretop, Ha'pence Mizzender raised his glass to bring the approaching galleons into focus. Sporting sails of faded crimson, they must be the treasure fleet of Duke Rikhar! Hmmm — sailing low in the water. Heavy-laden with booty seized from his latest conquests! A prize to heat any freebooter's blood. Ha'pence flashed his gold-toothed smile and shouted down to the quarterdeck. "Galleons in our lee! Quell bless th' wind, 'n we shall feast off th' Duke's golden trenchers this night!"

Hoist the Jolly Roger and rain terror on any who dare sail your ocean, or hunt the pirate scourge and send the bloody bastards to the bottom! This book was written as a rules expansion for the Pathfinder Roleplaying Game that helps bring naval battles to life. The additions recommended build off the Pathfinder Roleplaying Game rules and do not stand on their own in this regard. They require the Pathfinder Roleplaying Game to be useful, but rules in hand, you'll taste th' cannon smoke 'n wash yer enemies' decks with blood!

Why This Book?

Game Designers have essayed more than one attempt to introduce Age of Sail ship-to-ship combat into role-playing games, but many efforts involved one or two players fighting a tactical simulation while the rest of the party merely watched. *Fire As She Bears'* (*FaSB*) primary mission is to deliver system-compatible rules for ship-to-ship combat that engage every player at the table just as frequently — and just as powerfully — as any other encounter in the game.

Principles and Limits of Play

The Party Rules the Crew

Naval battles are a form of mass combat. A common design approach to mass combat in RPGs turns on sending PCs on missions, the success or failure of which affects the course of an ongoing battle. The players remain firmly in encounter and melee mode.

By contrast, *FaSB* combats must smoothly switch between ship-to-ship tactical combat and melee. *FaSB* allows the battle to create events and empowers players to choose whether or not to respond to those events. In order to portray naval combat — filled with thunderous broadsides, sinking ships, and brutal boarding actions — player characters take on various shipboard roles, lead teams of crew, and make decisions that vitally affect their ship's continuing ability to fight.

New Game Elements

FaSB introduces new takes on familiar Pathfinder procedures — such as the Profession (sailor) skill — as well as introducing steps that are likely new for encounters. Sometimes the changes seem subtle, but they remain important. These new elements are:

Leadership Roles

PCs on a ship each take on one or more leadership roles, influencing the crew's ability to operate their ship. These roles include the Captain, Navigator, Surgeon, Chaplain, and various ships' Mates. See *Officer Roles* in **Chapter 3: The Crew** for more details.

Ship Record Sheet

Ships receive their own character sheet, dubbed the **Ship Record Sheet**. It holds all the characteristics of the ship, detailing how it chases, how it fights, and how much damage it can take before sinking.

New Rules Concepts

FaSB expands on many common terms and definitions found in the Pathfinder Roleplaying Game, as well as introducing many new attributes and concepts specific to ships. The following terms are either new or modified for *FaSB* ship-to-ship combat.

Heading

A ship's Heading describes the vessel's facing with reference to the compass directions. A ship's Heading determines which cannons or other weapons it can bring to bear in any given combat round. See **Chapter 4: Combat** for more details.

Locations

Each ship is composed of one or more locations representing an area approximately 20 feet across. Ship locations are divided into two types: Hull Locations and Rigging Locations. Additionally, each ship has a special Hull Location called the Below the Waterline Location, which represents damage to the lower hull of the ship. See **Chapter 1, Building a Ship** for more details.

Below the Waterline: Each ship has a single Below the Waterline Location, which represents damage to the

AGAINST THE WIND
(IN IRONS)

CLOSE HAULED
(AGAINST)

ATHWART
(BEAM REACH)

CLOSE HAULED
(WITH)

WITH THE WIND
(RUNNING)
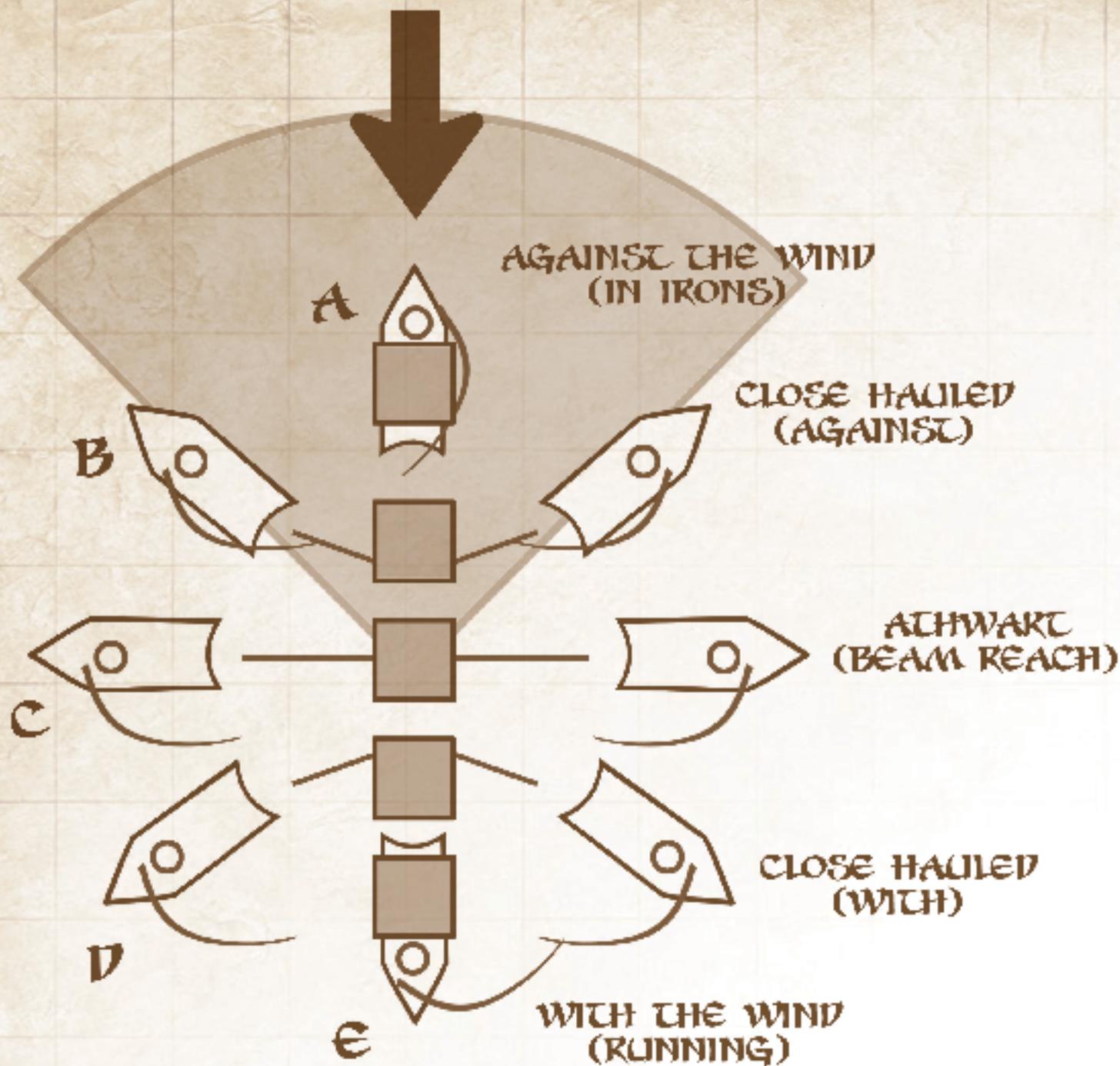
A: IN IRONS (INTO THE WIND)
B: CLOSE HAULED
C: BEAM REACH
D: BROAD REACH
E: RUNNING (DOWNWIND)

submerged part of the vessel. All Below the Waterline damage leaks water into the ship. Damaging the Below the Waterline location increases the chance a damaged ship will take on water.

Hull Location: Each Hull Location represents one or more deck areas. Multiple Hull Locations are added to increase a ship's size and carrying capacity. Damaging or puncturing a Hull Location kills crew – required for sailing and fighting a ship – and puts ship equipment, like cannons, out of action.

Rigging Location: A Rigging Location represents a mast and the associated sails, ropes, and spars that harness the wind's power. Multiple Rigging Locations increase a ship's Base Speed. Destroying rigging slows or disables a ship.

Loyalty

The morale of the crew is measured by its Loyalty score. A highly loyal crew fights harder and for longer than a rebellious one. If a ship's Loyalty drops far enough its crew will mutiny.

Ship-Based Initiative

A ship's officers and important NPCs perform "naval actions" as part of the normal initiative process. Essentially, when PCs fill these roles they gain additional actions they can take each round. See **Chapter 4: Combat** for more details.

Point of Sail

A ship's "Point of Sail" refers to its orientation with respect to the wind's direction. A ship can be sailing directly into the wind (in Irons), into the wind at an angle (Close Hauled), perpendicular to the wind (Beam Reach), with the wind at an angle (Broad Reach), or in the exact same direction as the wind (Running).

Generally, ships sail more slowly into the wind and faster when running downwind. *FaSB* simplifies this slightly, and uses three speeds for ships. See **Chapter 1: Building a Ship** for more details.

Sailing Check

The success of course changes during combat are determined with a Sailing check. A Sailing check is a Profession (sailor) check modified by the ship's maneuverability rating and (optionally) the wind's force. A ship's speed limits the number of course changes it can attempt, as each change uses up some of its available movement. See **Movement, Position, and Distance** for more details on Sailing checks.

Ship's Initiative

The result of a d20 rolled by the ship's Captain. Officers and other important crewmembers add one of their ability modifiers, determined by their role on the ship, to this value to determine when they perform their ship-based initiative actions. See **Chapter 4: Combat** for more details. For example, the Captain adds her Charisma modifier and the First Mate adds either his Dexterity or Intelligence modifier (whichever is better).

Ship Speed

A ship has three basic speeds: Base, Into the Wind, and With the Wind. Many details affect a ship's Base Speed, such as the number of Rigging Locations, whether it has oars, and magic. See **Chapter 1: Building a Ship** for more detail.

Weather Gauge

The weather gauge is a relationship between two ships and the direction of the wind. If the PCs' ship begins a combat upwind of an enemy ship it "has the weather gauge" against its enemy. Having the weather gauge conveys significant advantages in the coming combat. See **Chapter 4: Combat** for more details about determining if you have the weather gauge and how it affects your ship

LARGE NUMBERS OF DICE

In some instances *FaSB* calls for large numbers of dice. The following rules may speed up play:

FULL SET

If you find yourself rolling 20 d20s for attack rolls, just assume one of each number is rolled and calculate the number of hits accordingly.

ODDS AND EVENS

If you find yourself making attack rolls with 10 dice, assume on the first turn that you rolled 10 odd numbers (1, 3, 5, 7, 9, 11, 13, 15, 17, and 19)and on the second turn assume you rolled the 10 even numbers (2, 4, 6, 8, 10, 12, 14, 16, 18, and 20).

BASELINE

For large numbers of damage dice, consider averaging out all but 20% of the dice. For example, if you are rolling 15d10, take a result of 66+3d10. Note that "66" in this case is the result of 12 average rolls of 5.5 each.

Chapter 1: Building a Ship

From the swift single-cannoned pirate corvette to His Majesty's First Rate Ship-of-the-Line a-bristle with hundreds of deadly cannon, these rules allow you to construct any ship you desire — as long as you've booty to spare. Use the following steps to design your vessel, recording the resulting information and statistics on the Ship Record Sheet provided at the end of this rule set.

Step 1: Select and Place Locations

Start by choosing the number of Hull and Rigging Locations for your ship. Generally, choose more Rigging for greater speed and more Hull for enhanced endurance, storage, and weapons. The ratio between Rigging and Hull determines the speed of your ship. Typically, your gold limits the number and type of Locations in a ship build.

Step 2: Determine the Ship's Base Ability Scores

Your ship's base Strength and Dexterity scores are determined by the number and type of Locations you choose.

Step 3: Calculate the Ship's Main Attributes

Calculate all of a ship's attributes, including its starting hit points, Armor Class, initiative modifiers, speed, maneuverability rating, and attack values.

Step 4: Equip Your Ship (Chapt. 2)

Dry-dock outfits each new ship with a variety of sails, rams, and miscellaneous equipment — from fire hoses to axial swivel gun mounts. These help your ship survive by improving its speed and endurance under fire or by simply allowing you to out-gun your foe.

Step 5: Recruit Crew (Chapt. 3)

A ship in battle is only as good as its crew. Determine your ship's standard complement, including placing the PCs of your party into key leadership positions.

Step I: Select and Place Locations

Each ship is composed of one or more Locations roughly representing a 20-foot cube that can be targeted independently by an enemy. Each Location is either a Hull Location or a Rigging Location. Hull Locations determine a ship's overall size and the number of potential Rigging Locations, while Rigging Locations determine a ship's speed and maneuverability rating.

Regardless of whether a Location is a Hull or Rigging Location, your ship requires three general crewmembers for each location. These crew perform basic tasks such as maintaining the sails, scraping off barnacles, swabbing the

Shipyards and Build Time

To build a ship, characters pay a shipyard to construct it. They spend the cost of Locations in gold, and then the shipyard constructs the ship.

The build times listed next to Hull Locations, Rigging Locations, and various options represent the labor of an average shipyard. Add the cost of each Location to get the ship's base cost. As you construct your ship, add the build times for each Location to get the ship's base build time. Then add in the cost of modifications from equipping the ship, as well as any additional build time such modifications require.

The result represents the average build time and cost for constructing your ship from scratch. Individual shipyards may charge differently and work at different speeds depending on many factors — access to supplies, access to quantity and quality of labor, and so forth.

Everything you add to your ship costs money, and many items increase the build time of the ship.

decks, and so forth. If a Rigging Location does not have enough crewmembers, it does not contribute towards the ship's movement rate (see below). If a Hull Location does not have enough crewmembers, it does not contribute to your ship's Strength for determining carrying capacity, but its weight is still counted.

Rules for Hull Locations

A Hull Location is one or more decks of a ship. Combine multiple Hull Locations to make a ship longer, wider, or higher than 20 feet. For example, you construct a 60-foot long caravel from at least three Hull Locations. The first set of Hull Locations you purchase, and upon which all other locations sit, is called the "base level" or "base deck" of your ship.

Making Your Ship Wider

In addition, you can opt to lay Hull Locations side-by-side to make your ship wider than 20 feet. A ship must be at least as long as it is wide, and must be a uniform length. For example, if you purchase three Hull Locations to make your ship 60 feet long, you can purchase an additional three Hull Locations to also make it 40 feet wide. You could even purchase three *more* Hull Locations to make your ship 60 feet wide. What you cannot do, however, is purchase only one additional Hull Location, which would make your ship 40 feet wide in one Location and 20 feet wide everywhere else. You also may not have a ship that is 20 feet long and 40 feet wide.

WRONG
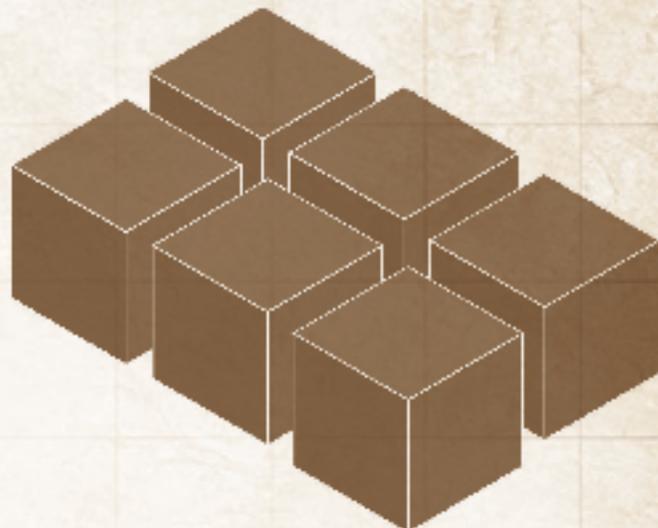
RIGHT

RIGHT

Making Your Ship Taller

Moreover, you can stack Hull Locations vertically to add height to a large ship — either as forecastles, sterncastles, or as a uniform additional deck.

A ship's height is limited by its length. A ship can only be as high as it is long; that is, if you want to add another Hull Location to make a 20-foot long ship taller, you must first add a second "base level" Hull Location, making your ship at least 40 feet long. Only then can you add a second "level" and make your ship 40 feet tall.

Just Because You Made it Taller

Just because you made it taller, doesn't mean you *have* to make it wider, though. If your ship is at least two Locations wide and you opt to add Hull Locations to make your ship taller, these Locations do *not* need to be uniform with the width of the lower deck.

For example, if your ship's base level is 3 Locations long (60 feet) and 2 Locations wide (40 feet), you can add a second deck on top of the first, and you can make that second deck either 20 feet wide (1 Hull Location) or 40 feet wide (2 Hull Locations). Similarly, your second deck does not need to be as long as the base — you could purchase only one Hull Location to place atop your base deck, perhaps to make a poop deck.

If your second deck is not as wide as the base deck below it, you must center the top deck in relation to the lower deck. For example, if your base deck is 40 feet wide, you must place your planned poop deck centered between the two decks, leaving 10 feet of base deck on either side of your poop deck. Otherwise, your ship will tilt and roll over.

LOCATIONS VS. DECKS

It's important to remember that a Location is not the same thing as a deck. Most likely, each Location contains 2 decks, at least if your ship was built for human-sized passengers. That doesn't mean you *have* to have two decks per Location, though. You might want your lowest Locations to be a large storage hold, and so having a 20-foot high ceiling there isn't a problem.

How you lay out decks within your Locations is just another aspect of designing a ship that is entirely open and customizable.

Rules for Rigging Locations

A Rigging Location represents masts and their associated sails, ropes, and beams — all designed to work in concert to harness the wind's power. Add multiple Rigging Locations to increase a ship's speed and maneuverability rating. For example, a longship has a single Rigging Location, but a swift windjammer may have four or more. Rigging Locations may be stacked vertically, to represent particularly high masts with topsails. A Rigging Location is Colossal. The number of Rigging Locations allowed on a ship is limited by the number of the ship's Hull Locations.

Maximum Number of Rigging Locations

To calculate the number of Rigging Locations allowed on a ship, divide the number of Hull Locations in half and round down, then add two. That's the maximum number of Rigging Locations your ship can have. For example, if your ship has 6 Hull Locations (regardless of configuration), it can have up to 5 Rigging Locations (6 divided by 2 = 3; plus 2 = 5). You can opt to purchase fewer than the maximum number of Rigging Locations.

Maximum Number of Masts

You can only have a number of masts equal to the number of Hull Locations in your base level. For example, if your ship has three base level Hull Locations and a fourth added on top as a poop deck, your ship can have only three masts. You can still have all four Rigging Locations you're entitled to; you just have to build up with Rigging Locations. As a result, a ship with three masts and four Rigging Locations would have two masts that were 20 feet high, and a main mast that was 40 feet high. Again, you are not required to buy rigging for every possible Rigging Location. It is perfectly acceptable for the owner of a 3-masted ship with a maximum of 4 Rigging Locations to only purchase enough sail and rigging to fill 3 of those locations.

Select Hulls

Ship hulls vary depending on their type and the material from which they are made.

Type

The following are the three hull types available to customize your ship. Hull Locations must be of a uniform type across a ship; for example, you cannot mix broad with sleek sections on the same ship.

FANTASY AND HISTORY

Some players love creating monsters, creatures, and items unbound by physics or convention, while others crave historical verisimilitude. The table below shows some historical ship types by their typical number of Hull and Rigging Locations.

TABLE 1 – HISTORICAL SHIPS

		RIGGING LOCATIONS				
		0	1	2	3	4	6*

HULL LOCATIONS		0	1	2	3	4	6*
	1	Skiff	Dhow				
	2	Barge	Keelboat, Dromon, Cutter	Corvette			
	3		Longship Sloop	Caravel	Baggala		
	4		Cog	Brigantine	Carrack	Clipper	
	5				Barque	Barque	
	6		Galley			Windjammer, Schooner	Frigate, Sixth Rate
	8	Ironclad	Trireme				
	10					Galleon	Ship-of-the-Line, First Rate

*These Rigging Locations are usually stacked as two layers of three.

For the sake of comparison, here are a few famous ships and their real-world specifications:

TABLE 2 – SHIPS IN THE REAL WORLD

SHIP NAME	LENGTH	WIDTH	HEIGHT	WEIGHT	NOTES
Santa María[1]	58 ft. on deck, 72 ft. overall	Unknown	Unknown	108 tons	Largest of the ships used by Christopher Columbus in 1492
La Pinta[1]	56 ft. on deck	17.6 ft.	NA	60–70 tons	"La Pinta" is a nickname; the actual name of the ship is unknown; La Pinta was the 2nd of the 3 ships used by Columbus
Santa Clara (aka *La Niña*)[1]	50 ft. on deck	15.9 ft.	NA	50–60 tons	The third (and smallest) of Columbus's three ships
Mayflower[1]	80–90 ft. on deck, 110 ft. overall	Unknown	4 decks	160–180 tons	—
USS *Niagara*	110 ft. 8 inches	32 ft.	NA	302 tons	Possessed 2 masts and 12,665 sq. ft. of sails
RMS *Titanic*	862 ft. 6 inches	92 ft.	9 decks	52,310 tons	—
USS *New Jersey*	887 ft. 7 inches	108.2 ft.	NA	45,000 tons	Combat operations in 5 wars; most decorated battleship in naval history
USS *Ronald Reagan*	1,092 ft.	252 ft.	NA	101,400 tons	Nimitz-Class aircraft carrier
[1] *measurements for these ships are estimates*					

If you seek a high degree of realism, you can use these ships — and others like them — as a guide when deciding on the size of your sailing ship.

TABLE 3 – HULL TYPES

HULL TYPE	COST PER HULL LOCATION	BUILD TIME	WEIGHT	SPECIAL
Standard	2,400 gp	1 month	2,000 pounds	Str +0, speed +0
Broad	3,000 gp	1 month	3,000 pounds	Str +4, −1 maneuverability rating
Sleek	3,000 gp	1 month	1,500 pounds	Str −4, +1 maneuverability rating

A Hull Location is Colossal, and has a hardness of 5 and 150 hit points.

Broad: This wide hull slows a vessel, but its reinforced interior increases its strength (and therefore its carrying capacity). This increased capacity comes at the cost of maneuverability in the water.

Sleek: This streamlined hull increases a vessel's maneuverability, but its smaller cross-section reduces strength.

Standard: The standard hull is sized for non-specialized vessels. Most ships use the standard hull.

*Example: The party decides to build a small but fast ship. They choose 4 sleek Hull Locations. As shown on **Table 3** this costs 12,000 gp (4 sleek Hull Locations x 3,000 gp each). They decide to make their ship 60 feet long (3 Hull Locations), and add a poop deck on top of the rear-most Location, giving that section a height of 40 feet, and the remainder of the ship a height of 20 feet.*

Table 3 also tells us that this hull will take 4 months to complete (4 Hull Locations x 1 month each).

Select Rigging

A ship's rigging is the combination of cordage, sails and spars used to propel the ship. In this step, you choose the number of Rigging Locations and the type of rigging for each Location.

Number of Rigging Locations

The number of Rigging Locations on a ship affects its flexibility in the face of changing winds and its total possible speed under the best wind conditions. The more rigging, the more flexibility and the higher your maximum possible speed. Start by determining the maximum number of Rigging Locations on your ship (½ Hull Locations +2, round down). Of course, each Rigging Location adds to the ship's cost and build time.

Costs and Details

Each Rigging Location costs 2,000 gp and adds one month to the build time of the ship. A Rigging Location weighs 1,500 pounds.

A Rigging Location has hardness 1 and 75 hit points.

Raising or lowering sails in a Rigging Location requires 2 rounds and 6 crewmembers.

Place Locations on the Ship Record Sheet

Once you have purchased your Hull and Rigging Locations, sketch them onto the ship template at the top of the Ship Record Sheet. Number both your Hull and Rigging Locations.

The following example, the *Unrepentant Candor* is a 100-foot long, three-masted barque with five Hull Locations. The *Candor* makes use of all four of its potential Rigging Locations.

THE UNREPENTANT CANDOR
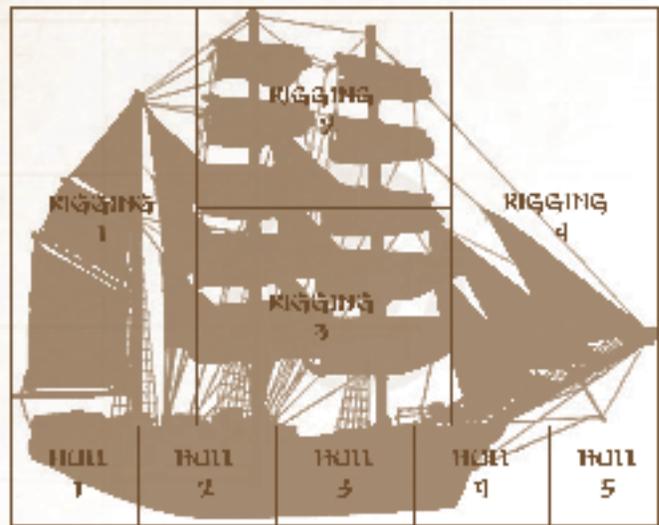
Step 2: Determine Base Ability Scores

As an object, a ship does not have a Constitution, Intelligence, Wisdom, or Charisma score. To calculate your ship's Strength and Dexterity, follow the steps below.

Strength

Strength (Str) = 30 + the number of Hull Locations. A ship's Strength will be further modified by whether you opted to build with Sleek (−4) or Broad (+4) Hulls.

The Strength of a ship measures its carrying capacity. You apply your ship's Strength modifier to Ram damage rolls and Collision damage rolls. Your ship uses the standard

Carrying Capacity table as a Colossal quadruped (x24 multiplier).

The table in the Pathfinder Roleplaying Game only gives ability score modifiers up to scores of 45. Calculating the bonus beyond that is pretty simple: take the ability score and subtract 10, then divide that number by 2 (and round down). For example, if you calculate your ship's Strength to be 51 her Strength bonus is +20 — 51 minus 10 is 41, then 41 divided by 2 is 20.5, which rounds down to 20.

Dexterity

Dexterity (Dex) = 10 + the number of Rigging Locations – the number of Hull Locations. A ship's Dexterity will be further modified by whether you opted to build with Sleek (+4) or Broad (–4) Hulls.

The Dexterity of a ship determines its maneuverability rating. You also apply your ship's Dexterity bonus (but not penalty) to the Armor Class (AC) of its Locations. Regardless of the number of Rigging and Hull Locations, your ship's Dexterity cannot be less than 1.

Step 3: Calculate Your Ship's Main Attributes

Now that you know the size and shape of your ship as well as its ability scores, the next step is to figure out its main attributes: carrying capacity, armor class, speed, and maneuverability rating.

Armor Class

Each Location on your ship is targetable by enemies, and therefore has its own Armor Class.

The Armor Class of a ship's Hull Location is 10 + your ship's Dexterity bonus + your ship's armor bonus.

Your ship's touch AC (should you ever need it) is simply 10 plus her Dexterity bonus. In addition, Rigging Locations receive a +2 dodge bonus to AC. This minor bonus is to account for the fact that a large part of each Rigging Location is just air.

The Armor Class of a ship's Rigging Location is 10 + 2 (dodge bonus) + your ship's Dexterity bonus + your ship's armor bonus

Note that magic (discussed later in this product) can alter these values, including changing the armor bonus of your ship or adding a larger dodge bonus to AC for your rigging. Armor is discussed in the next section, **Equipping Your Ship**.

Below the Waterline Armor Class

The Below the Waterline AC of your ship is the same as the Hull Location AC of your ship with the following difference:

Should an attack directly target your Below the Waterline sections of your Hull Locations, the Armor Class depends on whether the attack originates above or below the water. If your enemy targets a Below the Waterline section with an above-water attack (such as a cannon or *acid arrow* spell), you receive a +8 cover bonus to AC. If the attack comes from an underwater source, the AC is computed as normal.

Carrying Capacity

The carrying capacity of your ship determines how much cargo she can carry, how many cannon you can equip, how much powder and shot you have on board, and so forth.

To get the precise load your ship carries, you need to add up all her equipment. The weight of basic crewmembers is already factored in; unless your ship is hauling 1,000 marines you can ignore the weight of standard crew. If you *are* hauling 1,000 marines, it's probably best to treat them as cargo for the purposes of weight.

If your ship is carrying a medium load, its Base Speed is reduced by 1 (this also affects its Into the Wind and With

the Wind speeds). In addition, her maneuverability rating (discussed later in this section) is reduced one step. If your ship is carrying a heavy load, her Base Speed is instead reduced by 3 and her maneuverability rating is instead reduced two steps. These reductions can take your Base Speed to zero; that is, it's entirely possible that the load you are attempting to carry is too heavy for your ship.

Your ship's carrying capacity uses the same rules found in Chapter 7: Additional Rules of the *Pathfinder Roleplaying Game Core Rulebook*. For convenience, the Carrying Capacity table is copied here, with the values starting at Strength 26 and adjusted accordingly for Colossal size.

Hit Points

As indicated, a base Hull Location (broad, sleek or standard) has 150 hit points. This is the starting hit point value for every Hull Location on your ship, but armor, equipment, and magic may add or subtract from this value. Record the starting hit points of each Hull Location on your Ship Record Sheet.

Every Rigging Location starts with 75 hit points, but armor, equipment, and magic may add or subtract from this value. Record the starting hit points of each Rigging Location on the appropriate area of your Ship Record Sheet.

Table 4: Carrying Capacity

STR	LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD
26	7,344 lbs. or less	7,345–14,688 lbs.	14,688–22,032 lbs.
27	8,304 lbs. or less	8,305–16,608 lbs.	16,609–24,912 lbs.
28	9,600 lbs. or less	9,601–19,200 lbs.	19,201–28,800 lbs.
29	11,184 lbs. or less	11,185–22,368 lbs.	22,369–33,552 lbs.
30	12,768 lbs. or less	12,769–25,536 lbs.	25,537–38,304 lbs.
31	14,688 lbs. or less	14,689–29,376 lbs.	29,377–44,064 lbs.
32	16,608 lbs. or less	16,609–33,216 lbs.	33,217–49,824 lbs.
33	19,200 lbs. or less	19,201–38,400 lbs.	38,401–57,600 lbs.
34	22,368 lbs. or less	22,369–44,736 lbs.	44,737–67,104 lbs.
35	25,536 lbs. or less	25,537–51,072 lbs.	51,073–76,608 lbs.
36	29,376 lbs. or less	29,377–58,752 lbs.	58,753–88,128 lbs.
37	33,216 lbs. or less	33,217–66,432 lbs.	66,433–99,648 lbs.
38	38,400 lbs. or less	38,401–76,800 lbs.	76,801–115,200 lbs.
39	44,736 lbs. or less	44,737–89,472 lbs.	89,473–134,208 lbs.
40	51,072 lbs. or less	51,073–102,144 lbs.	102,145–153,216 lbs.
41	58,752 lbs. or less	58,753–117,504 lbs.	117,505–176,256 lbs.

STR	LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD
42	66,432 lbs. or less	66,433–132,864 lbs.	132,865–199,296 lbs.
43	76,800 lbs. or less	76,801–153,600 lbs.	153,601–230,400 lbs.
44	89,472 lbs. or less	89,473–178,944 lbs.	178,945–268,416 lbs.
45	102,144 lbs. or less	102,145–204,288 lbs.	204,289–306,432 lbs.
46	117,504 lbs. or less	117,505–235,008 lbs.	235,009–352,512 lbs.
47	132,864 lbs. or less	132,865–265,728 lbs.	265,729–398,592 lbs.
48	153,600 lbs. or less	153,601–307,200 lbs.	307,201–460,800 lbs.
49	178,944 lbs. or less	178,945–357,888 lbs.	357,889–536,832 lbs.
50	204,288 lbs. or less	204,289–408,576 lbs.	408,577–612,864 lbs.
51	235,008 lbs. or less	235,009–470,016 lbs.	470,017–705,024 lbs.
52	265,728 lbs. or less	265,729–531,456 lbs.	531,457–797,184 lbs.
53	307,200 lbs. or less	307,201–614,400 lbs	614,401–921,600 lbs.
54	357,888 lbs. or less	357,889–715,776 lbs.	715,777–1,073,664 lbs.
55	408,576 lbs. or less	408,577–817,152 lbs.	817,153–1,225,728 lbs.
56	470,016 lbs. or less	470,017–940,032 lbs.	940,033–1,410,048 lbs.
57	531,456 lbs. or less	531,457–1,062,912 lbs.	1,062,913–1,594,368 lbs.
58	614,400 lbs. or less	614,401–1,228,800 lbs.	1,228,800–1,843,200 lbs.
59	715,776 lbs. or less	715,777–1,431,552 lbs.	1,431,553–2,147,328 lbs.
60	817,152 lbs. or less	817,153–1,634,304 lbs.	1,634,305–2,451,456 lbs.
+10	x4	x4	x4

Below the Waterline Hit Points

The **Below the Waterline** Location of your ship lies beneath the waves and has its own hit point pool. Everything beneath the water is treated as a single section, regardless of how many Hull Locations are in the ship.

The hit points of the Below the Waterline level are tracked separately and are not part of the 150 hit points regular Hull Locations possess; however, the number of Hull Locations is part of calculating how many starting hit points the Below the Waterline Location of your ship possesses.

Below the Waterline Location Hit Points = 20% x (Total of all Hull Location Hit Points)

An unmodified base Hull Location (broad, sleek or standard) contributes 30 hit points to the Below the Waterline Location, though magic and special materials can change that value either by changing the hit points of a Hull Location or because it changes the percentage from 20% to another number.

For example, if your ship has 3 base Hull Locations, each of those have 150 hit points. They each contribute 30 hit points (20%) to the Below the Waterline Location, giving it a total value of 90 hit points. Each of your Hull Locations keeps those 30 hit points — that is, they remain at 150 hit

points total. You just use that value to determine the hit points of your Below the Waterline Location.

When this special hit point pool reaches zero, the Below the Waterline section is breached, and the ship begins to flood. A ship that takes on water starts to sink unless the crew can quickly pump the water out or repair the hole.

The **Combat** chapter has more information on Hull Locations and the Below the Waterline Location, including what happens when they're reduced to 0 hit points.

Movement and Speed

Much like your character, your ship has two movement modes — overland and tactical. Overland movement measures the actual distance your ship travels each hour. Tactical movement measures the number of 20-foot squares your ship sails each round of combat.

Tactical Movement

Tactical movement is important during naval engagements. It allows your ship to get the upper hand against your enemies, bring your largest cannons to bear, bravely ram your foes, or flee. Tactical movement is measured by your ship's Speed and maneuverability ratings.

Speed

Your ship has three tactical movement speeds: Base Speed, Into the Wind, and With the Wind. Your Base Speed is your ship's speed when you are not sailing Into the Wind or With the Wind.

Your "Into the Wind" value is your ship's speed when you are sailing directly against the wind, and the wind slows your vessel.

Finally, your "With the Wind" value is your ship's speed when the wind is directly at your back, pushing your ship faster as she sails the high seas.

Your total number of Rigging Locations determines your tactical movement speed. In addition, other features such as carrying capacity, engines (mundane, alchemical or magical in nature), and magic can alter your speed. Those features are discussed in the next section, **Equipping Your Ship**.

Base Speed: Your first Rigging Location grants you a 3 to your Base Speed. Each additional Rigging Location grants an additional 1. For example, if your ship has four Rigging Locations, your Base Speed is 6 (3 for the first Rigging Location, +1 for each of the additional three locations). This means that during each round of combat, your ship can travel up to 120 feet, as long as she isn't sailing into the wind or with the wind.

Into the Wind: Your ship's Into the Wind speed is one-half her Base Speed, rounded down. Continuing the previous example, your ship's Base Speed is 6, so her Into the Wind speed is 3 — one-half her Base Speed. Sailing Into the Wind also impacts maneuverability, reducing the ship's maneuverability rating by one category. See **Maneuverability** below for more information.

With the Wind: When the wind is at her back, your ship can sail faster. Her With the Wind speed is double her Base Speed. To continue the example, if your ship with four Rigging Locations has a Base Speed of 6, her With the Wind speed is 12.

Of course, the velocity of the wind itself affects your movement; see **Effects of Wind on Ship Speed**, below, for details.

MOVEMENT AND SQUARES

Throughout this book, we refer to your tactical movement as just a number. That number, called Speed, is the number of squares your ship moves during a round. It represents your forward motion. For all intents and purposes, "Speed" and "squares of movement" are interchangeable terms in *FaSB.*

Each square of "Speed" traveled is 20 feet to a side. Moving in any direction, including diagonals, costs you 1 square of movement or 1 Speed. Some Naval Tactics cost a certain number of squares of movement to perform. These are deducted from your total available Speed for the round.

If you don't have enough Speed available, you cannot perform that Naval Tactic that round.

A ship must expend all its Speed — move the full number of squares available to it — every round.

For example, you'll see later in this chapter that making a 180-degree turn costs four 20-foot squares of movement or 4 Speed. If your ship has a Speed of 8 and you've already moved five 20-foot squares this turn, you cannot execute a 180 degree turn this round (a starting Speed of 8 - 5 squares moved = 3 Speed left, but a 180° turn costs 4 Speed).

We went with this simplification to remove a math step. By simply giving you the number of squares and calling it Speed, you don't have to divide by 20 every time you want to move, turn, etc.

Maneuverability

Much like a flying creature, your ship has a maneuverability rating that helps determine how quickly it can adjust course. Your ship's Dexterity score determines this rating, as shown on **Table 5: Maneuverability Rating**. If your ship is burdened with a medium load (see "Carrying Capacity" above), her maneuverability rating is one step worse than the table's entry; a ship with a heavy load is two steps worse.

For example, a ship with a 12 Dexterity carrying a medium load has a maneuverability rating of "Poor." The same ship carrying a heavy load has a maneuverability rating of "Clumsy."

TABLE 5 — MANEUVERABILITY RATING

DEXTERITY	RATING	BONUS/PENALTY
19+	Perfect	+10
14–18	Good	+5
11–13	Average	+0
7–10	Poor	−5
1–6	Clumsy	−10

It's impossible to gain a perfect maneuverability rating without the use of magic.

During tactical movement, if you wish for your ship to move in anything other than a straight line, you (or another appropriate crew member, such as the Captain or Navigator), must make a Profession (sailor) check to shift course, applying the appropriate maneuverability rating modifier (from **Table 5**) to the roll.

Some sample Naval Tactics, along with suggested DCs for the check, are given in **Table 6: Naval Tactics**.

TABLE 6 — NAVAL TACTICS

MANEUVER	DC	SPEED USED
Sudden Slow	15	varies
Sudden Acceleration	15	varies
45 Degree Turn	15	2
90 Degree Turn	20	3
180 Degree Turn	30	4
Harness Furious Wind	20	n/a

Sudden Slow: With a successful check, you quickly reduce your ship's Speed, reducing the number of squares it moves on this and subsequent turns. You may choose for your ship to move as low as 1/2 its Speed during the Naval Tactic. For every 5 points by which you beat the DC, you may choose to reduce your ship's Speed by an additional 1

Speed for the round, to a minimum of Speed 1. This becomes your new Speed, unless another Naval Tactic or action subsequently changes your ship's Speed. Failing the check means your ship's Speed remains unchanged for the round.

Sudden Acceleration: With a successful check, you quickly increase your ship's Speed. In order to make use of this Naval Tactic, you need to be sailing at less than your maximum Speed given your present heading under the current wind conditions. With a successful check, you immediately increase your speed to any value between your current Speed and your maximum. You can use this additional Speed in this round, and in subsequent rounds, you use this new value as your Speed. During this maneuver you may not turn in such a way that your tactical movement speed changes category; for example, you may not accelerate toward your maximum speed at the same time that you turn from a Base Speed heading to an Into the Wind heading.

45 Degree Turn: By making a successful check, you spend 2 Speed to change your sailing direction by 45 degrees. Failure requires you to spend 4 Speed to successfully navigate the turn. If you do not have enough Speed remaining, you start the Naval Tactic this round and finish it next round by spending the remaining amount of Speed necessary. If you have Speed remaining in the second round after (and only after) paying for completing last round's Naval Tactic, you may use it normally.

90 Degree Turn: By making a successful check, you spend 3 Speed to change your ship's direction by 90 degrees. Failure requires you to spend 6 Speed to successfully navigate the turn. If you do not have enough Speed remaining, you start the Naval Tactic this round and finish it next round by spending the remaining amount of Speed necessary. If you have Speed remaining in the second round after (and only after) paying for completing last round's Naval Tactic, you may use it normally.

180 Degree Turn: By making a successful check, you spend 4 Speed to change your ship's direction by 180 degrees. This turn is an extremely tight, sudden movement. Failure results in your ship turning 45 degrees and then capsizing.

ADVANCED RULE:
Wind Impact on Ship Speed

As an optional rule, GMs may decide that the prevailing wind speed and other weather conditions — as well as wind direction — influence each ship's Speed, the ease of navigation, and the accuracy of its gun crews during a naval combat.

Such rules may prove important when higher level characters summon storms or otherwise change the weather conditions to improve their chances in a naval combat.

The following table shows these effects.

TABLE 7 – WIND EFFECTS ON SAILING

WIND FORCE	WIND SPEED	SAILING / ATTACK ROLL PENALTY	SPEED MODIFIER
None (Becalmed)	0-5 mph	—	No sail speed
Light	6–10 mph	—	1/2
Moderate	11–20 mph	—	Normal
Strong	21–30 mph	–2	Normal
Severe	31–50 mph	–4	1.5x (DC 20)
Windstorm	51–75 mph	–8	1.5x (DC 20)
Typhoon / Hurricane	76–175 mph	–12	See "Riders on the Storm"
Tornado	176–300 mph	–16	See "Riders on the Storm"

Sailing/Attack Roll Penalty: Strong winds make it difficult to do your job aboard the ship. Whenever you need to make a Profession (sailor) check or are making a ranged attack (including firing cannons), apply this penalty to your modifier.

Speed Modifier: This column identifies the adjustment to your ship's Base Speed (and therefore also your Into the Wind and With the Wind speeds). Gaining the benefit to Speed from a Severe or Windstorm level wind is a Naval Tactic, and the Captain must make a DC 20 Profession (sailor) check modified by the maneuverability modifier on **Table 5**.

Success allows her to give appropriate orders to harness this extra power of a furious wind. Failure results in the ship moving at normal speed, but the Rigging Locations take 5 points of damage every hour. Whether the check is successful or not, as long as this wind speed persists, it reduces the ship's maneuverability rating by one step.

Wind speeds higher than 75 mph follow special rules, as outlined in **Riders on the Storm**.

Example: For the 4-masted ship from above, if the wind speed is only 5 miles per hour, our example ship's Base Speed is reduced by half, to a value of 3. That reduction to Base Speed also reduces her Into the Wind speed to 1 and increases her With the Wind speed to 6. Alternately, if the wind speed was a gusty 40 mph (and our trusty Captain succeeded on her Profession (sailor) check), then our ship's Base Speed would increase to 9, making her Into the Wind speed 4 and her With the Wind speed a robust 18.

RIDERS ON THE STORM

Severe weather can aid or hinder a ship seeking to make good time. Under the right circumstances, a highly experienced seaman can sometimes harness a storm's power to propel a ship faster; inexperience, on the other hand, causes a ship to stall and potentially sink. The Captain or First Mate can make a DC 30 Profession (sailor) check when a storm is about to begin. A successful check allows the ship to move at double its overland movement speed for one hour, as the ship rides the crest of the storm. During this expedited movement, the ship's maneuverability rating (see **Table 6: Naval Tactics**) is reduced by two steps — the storm's winds propel the ship at a high rate of speed, but make it extremely difficult to alter course. If this check fails, the ship stalls and is unable to move for the next hour. If the crew fail to take proper precautions the storm batters the ship, causing 2d6 points of damage to each Location every 10 minutes. The crew is considered to have taken proper precautions when an officer on the ship or a PC succeeds on a DC 15 Profession (sailor) check, orders the crew to prepare for a storm, and no person or event prevents these preparations before the storm arrives.

Overland Movement

Overland movement rates are used outside of tactical combat. For example, if you need to determine how long it will take your ship to sail from one port to another, you use these rules instead of tactical movement rules. If you use *FaSB* in your game, we suggest these rules for waterborne overland movement supersede those found in **Chapter 7** of the Pathfinder Roleplaying Game.

RIGGING

Your first Rigging Location allows you to move at a rate of 2 miles per hour; each additional Rigging Location increases that speed by 1/2 mile per hour. For example, a ship with 4 Rigging Locations has an overland movement speed of 3-1/2 miles per hour, or 84 miles per 24 hours. This

rate assumes you and your crew get the most out of your sails, by using tacking and other techniques to harness the wind most effectively.

If there are no experienced sailors onboard (that is, nobody with 4 or more ranks in Profession (sailor), or another appropriate skill at the GM's discretion) to direct the crew, this halves the ship's overland movement rate.

ENGINES

For every +1 an engine adds to your ship's Base Speed, add 1/2 mile per hour to her overland movement rate.

Much like sails require an experienced sailor, an engine requires a competent Engineer. If your ship does not have an Engineer, you cannot make use of your ship's engine.

Engines and Engineers are both detailed in the **Equipment** and **Crew** sections, respectively.

OARS

When a ship is incapable of using sails or an engine to travel — all Rigging Locations were destroyed in battle, there is no prevailing wind, etc. — a ship equipped with oar banks can still make some headway in their travels for the day. Oars are only an option when a ship is not being propelled by either sails or an engine; further, the ship must be equipped to handle an oar bank (see the **Equipment** chapter for more details).

Every bank of oars possessed by the ship and appropriately manned increases overland movement by 1/2 mile per hour. Crew forced to row for more than 8 hours must make a Constitution check as though they were undergoing a forced march (see **Chapter 7** of the Pathfinder Roleplaying Game). Fatigued crew may row for 1 hour at ¼ mile per hour before becoming exhausted.

Combat Maneuver Bonus and Defense

Much like your PC or a monster, your ship has a Combat Maneuver Bonus (CMB) and Combat Maneuver Defense (CMD). You compute these attributes for your ship the same way as for your PC:

CMB = Captain's base attack bonus + ship's Strength modifier + size modifier (+8 for almost all ships)

CMD = 10 + Captain's base attack bonus + ship's Strength modifier + ship's Dexterity modifier + any additional dodge or deflection bonus[1] + size modifier (+8 for almost all ships)

[1] *Not including the dodge bonus already inherent in each Rigging Location*

Saving Throws

If your ship ever needs to make a saving throw (for example, after being targeted by an enemy wizard's *fireball* or *disintegrate*), you use the Captain's base save value. Add the ship's Dexterity modifier to Reflex saves as normal. For a Fortitude or Will save, add +0, as objects do not have Constitution, Wisdom, or Charisma scores. Note that your ship will most likely never need to make a Will save, as it is an inanimate object.

CHAPTER 2: EQUIP YOUR SHIP

Much like creating a character, equipment plays a large part in determining exactly how effective your ship turns out. Whether you want to equip her with enough cannons to sink anything sailing the high seas or just reinforce your Hull Locations with adamantine plates, this section helps you take the chassis you've already built and add the details that give a ship her personality and maximize her potency.

Hull Options and **Rigging Options** provide you with new materials to build stronger or lighter hulls and rigging, tools to protect against scrying magic, and more.

Weapons give you the ability to add cannons of varying power, rams, and more to allow you to terrorize your foes or simply deter confrontation.

The section on **Armor** details what you need to reinforce your Hull Locations, including making use of stronger metals and special materials.

The **General Goods** section of this chapter lists basic items like food, as well as more esoteric enhancements like swivel gun mounts – and a whole lot in between.

Special Locations tells you about adding options like a crow's nest, powder room, or galley. These are the interior rooms of a ship that fill (or mostly fill) entire Hull Locations.

Finally, the section on **Engines** describes the mundane and alchemically powered engines that can propel your ship without the aid of the wind. Magical enhancements for ships are included in Chapter 5.

Hull Options

Hull Locations are built from wood, typically maple, ash, oak, or other hardwoods. Listed below are several alternate materials you can use to build your Hull Locations. Using alternate materials for Hull Locations requires GMs to calculate carrying capacity for a ship.

TABLE 8 – HULL MATERIALS

HULL MATERIAL	COST PER LOCATION	BUILD TIME MODIFIER	WEIGHT PER LOCATION	HARDNESS	HP[1]	SPECIAL
Lead lining	+1,000 gp	2 x normal	500 lbs.	—	—	Foils divinations attempting to penetrate to the interior of a ship. Does not prevent divining the location of a ship, –2 Dex
Reinforced Oak	+1,000 gp	1.5 x normal	+1,000 lbs.	6	250	+2 Strength, –1 maneuverability rating
Iron	+2,500 gp	—	+4,500 lbs.	8	400	+6 Str, +4 armor bonus to AC, –2 Dex, –1 maneuverability rating, –2 Speed
Darkwood	+5,000 gp	1.25 x normal	1/2 original	5	200	+2 Dex, +1 maneuverability rating

[1]*The value in this column replaces the hit point value for the base Hull Location (150 hp) mentioned in* **Chapter 1**

Darkwood: Building your ship's Hull Locations from this magical wood greatly increases the cost, but the finished product is lighter and more nimble.

Iron: The hull of this ship is clad in iron, significantly increasing its resilience. Note that this is not the same thing as armor plating (described later in this chapter). A ship clad in iron is stronger and tougher, but also slower and less agile. Note that the penalty to Speed cannot reduce the ship's Speed below 1.

Lead Lining: This ship has a lining of thinly hammered lead built into its bulkheads and decks that foils divination magic aimed at targets inside a ship. It does not however, prevent divination magic from locating a ship or targeting those above decks or in the rigging.

Reinforced Oak: Thicker oak planks and iron reinforcements are used in this ship's construction, granting +2 to Strength, but at the cost of maneuverability.

Rigging Options

Crow's Nest: This item can be added to one of the Rigging Locations for the listed cost. A crewmember in a crow's nest receives a +5 circumstance bonus to Perception checks to see other ships, distant land formations, and similar objects. A standard crow's nest is 10 feet in diameter and made from wood. It can support up to 500 pounds.

Silk Ropes: These ropes reduce the weight of your Rigging Locations by 75% but cost more than standard hemp ropes.

Color vs. Function

Remember that your gaming group controls the actual flavor of events, items, and people in your game. We call specific ammunition "cannonballs," "grapeshot," and "chain shot". But what it really is in your world — or even on that particular shot — is totally up to you. In the movie *Pirates of the Caribbean*, desperate times caused pirates to load a cannon with anything they could find: a flask, cutlery, and so forth. On the Discovery Channel show *Mythbusters*, they actually tried it and found that some things, such as knives, nails, and chain, were lethal at 900 feet while other items, such as forks and spoons, weren't.

We've provided you the mechanics: the range, the amount of powder necessary, the damage inflicted, and so forth. What you *actually* use could be just about anything you want. Our names for items shouldn't impede your narration style. If you want chained cannonballs to function mechanically like what we've dubbed "grapeshot" because you like the imagery of chains scything sailors in half as they fly across the deck? Go for it. Color events however you wish.

TABLE 9 - RIGGING MATERIALS

RIGGING MATERIAL	COST PER LOCATION	BUILD TIME MODIFIER	WEIGHT PER LOCATION	HARDNESS	HP[1]	SPECIAL
Crow's Nest	+500 gp	+ 1 week	+75 lbs.	—	—	See below
Silk Ropes	+1,500 gp	—	¾ of original	4	100	—

[1]*This value replaces the hit points for the base Rigging Location.*

Weapons
Simple Weapons

The simplest weapon on a ship is the ship itself. Many a captain has laid low his enemies by sailing directly into the enemy's ship.

TABLE 10 – SIMPLE WEAPONS

SIMPLE WEAPONS	COST	DMG	CRITICAL	RANGE	WEIGHT	TYPE	SPECIAL
Ship's Ram	4,000 gp	+6d8	×2	—	1000 lb.	B, P	Colossal, add to collision damage

Ram: A ship's ram deals an additional 6d8 damage in addition to the standard collision damage to the targeted ship (see the **Combat** chapter for information about collisions). A ship fitted with a ram does not take damage from a collision it instigates. A ram is a single-use item.

Exotic Weapons

The major weapons of the age are heavy cannon, from a 3-pounder "minion" to a 68-pounder cannonade. These weapons come in a wide variety of sizes as shown below.

TABLE 11 - EXOTIC WEAPONS

EXOTIC WEAPONS	# PER GUN DECK	COST	DMG DICE	CRIT	RANGE	POWDER	WEIGHT	SIZE	RELOAD TIME	CREW REQ.
Cannon, 3 pounder	12	500 gp	3	X3	140 ft.	1 lb.	800 lbs.	Large	1 full-round action	2
Cannon, 6 pounder	6	1,000 gp	4	X3	180 ft.	2 lbs.	2,000 lbs.	Large	1 full-round action	3
Cannon, 9 pounder	4	1,500 gp	5	X3	220 ft.	3 lbs.	2,500 lbs.	Huge	1 full-round action	4
Cannon, 12 pounder	3	2,000 gp	6	X3	260 ft.	4 lbs.	3,000 lbs.	Huge	2 full-round actions	5
Cannon, 24 pounder	1	4,000 gp	7	X3	300 ft.	8 lbs.	5,000 lbs.	Gargantuan	2 full-round actions	6
Cannon, 32 pounder	1	6,000 gp	8	X3	340 ft.	10 lbs.	5,600 lbs.	Gargantuan	2 full-round actions	7
Cannon, 48 pounder	½	12,000 gp	9	X3	380 ft.	12 lbs.	8,000 lbs.	Colossal	2 full-round actions	8
Cannon, 68 pounder	½	15,000 gp	10	X3	420 ft.	14 lbs.	9,000 lbs.	Colossal	3 full-round actions	9

Cannon: The cannon presented in the table above are standard "longs." Larger cannons pack a bigger punch, but require more space, powder, and crew to operate.

Assuming an entire Hull Location is dedicated to the cannons — called a "gun deck" in naval parlance — you can fit up to 12 3-lb. guns in one Hull Location, 6 6-lb. guns, 4 9-lb. guns, or 3 12-lb. guns. If you're interested in using the larger guns, a single Hull Location can accommodate a single 24- or 32-lb. gun. If your Hull Location was designed with two decks, each 10 feet high, you can double these numbers if you want to dedicate the entire Location to your guns. For example, if your Location has 2 decks and you want both to be gun decks, you could fit a total of eight 9-pound guns in that Location — four on each deck.

The largest guns — the 48-lb. and 68-lb. cannon — require two Hull Locations each. Note that these largest cannons were most often used on land, to defend forts and towns, rather than aboard a ship. These Hull Locations must be adjacent to one another; that is, you cannot stack two Hull Locations vertically and use both to house these super-sized guns.

The damage a cannon inflicts is the number of its damage dice times the damage of the ammunition. For example a cannon ball inflicts d10 points of damage. A cannon ball shot from a 9-pounder inflicts 5d10 points of damage.

TABLE 12 - AMMUNITION

AMMUNITION	COST	DAMAGE[1]	WEIGHT	TYPE	SPECIAL
Powder	15 gp	—	1 lb.	—	—
Ball	20 gp	d10	3 lbs.	B	Splinter
Grapeshot	10 gp	d4	3 lbs.	B, P	Reflex save required; half range and only 5 increments
Chain Shot	30 gp	d4	6 lbs.	B, S	Negates dodge bonus on Rigging Locations; half range and only 5 increments

[1] The damage listed is the base damage. Apply the number of damage dice for the cannon being used.

BEHIND THE SCENES: REAL LIFE VS. ABSTRACT

In the real world, cannonballs didn't come in one size; each size of cannon had its own balls. And, in fact, the weight listed in the name of the cannon directly refers to the weight of the ball it fires. We opted to go with a standard sized ball to simplify matters — generally speaking, we didn't think it'd be a lot of fun to have to keep a running inventory of all the various sized cannonballs you have lying about your ship.

If you'd like to have that level of realism in your game, it's not hard to tweak the rules to accommodate it. Simply combine the "damage dice" column from the weapon table with the "damage" column from the ammunition table. For example, a 32-pound cannonball would inflict 8d10 damage, while a 6-pound cannonball inflicts only 4d10.

Then apply the rule that only a 32-pounder cannon can fire a 32-pound cannonball and keep inventory of ammunition by size of cannon ball. For example, we brought 758 32-pound cannonballs and 150 24-pound cannonballs. And, of course, apply weights on a per cannon ball basis to determine if your ship is carrying a medium or heavy load.

Reload times are another aspect where we ditched realism for fun. In the "real world" it took much longer than the listed 18 seconds or so to reload a cannon. Several minutes, in fact. But that's not fun in a game where you can spend a standard action to activate a wand of *fireball* or unleash a *lightning bolt* on the enemy ship, not to mention making *black tentacles* sprout from your foe's deck.

To balance the action, we went with reload times that are not realistic but should make firing cannon as exciting as firing off spells.

Ball: This ammunition is a solid ball of iron. If the cannonball hits a Location, roll and apply damage normally. In addition, flying splinters inflict 1 point of damage per damage dice rolled on any crew in that Location (DC 15 Reflex save for half).

Example: A 9-pounder that deals 5d10 points of damage inflicts 5 points of splintering damage to crew in a Location who fail their saving throws, and 2 points of splintering damage to those who successfully save. Damage from splinters is piercing damage, regardless of what material the Location is built from.

Grapeshot: This ammunition is a canister containing hundreds of small iron pellets, designed to kill and injure crew rather than damage a ship. Grapeshot deals damage to any creature in one Location (Reflex DC 10 + damage dice rolled halves damage), but does no damage to the Location itself.

Example: A 12-pounder that fires grapeshot deals 6d4 points of damage to all creatures in one Location and would require a DC 16 Reflex saving throw.

When firing grapeshot, the targeted Location must be at least partially exposed (open-air, portholes, etc.). The shot must beat the AC of the Location in order to affect the creatures in that Location. Failure to beat the AC indicates the shot didn't penetrate a ship's defenses.

Grapeshot can only be fired up to a distance of five range increments, rather than the usual ten, due to the nature of the shot.

Chainshot: This ammunition consists of two balls joined by a chain or telescoping bar, designed to destroy Rigging Locations. Chainshot ignores any dodge bonus to AC when targeting a Rigging Location. It has no effect against Hull Locations. Due to the lack of aerodynamics, chainshot can only be fired up to a distance of five range increments.

Powder: Generally, this highly flammable substance is needed to fire ammunition from a cannon. The larger the cannon, the more powder it requires.

ADVANCED RULES: GRAPESHOT

The listed rules for grapeshot are intended to simplify matters a bit. The biggest problem with those rules is they ignore the Armor Class of the targets in the area, instead looking to overcome the AC of the Location followed by the creatures' Reflex save. That simplification is intentional to keep the action flowing at the table — rather than having the GM spend time calculating values for potentially dozens of NPCs, it serves as a quick and easy method. See "Combat" for more details on handling attacks that affect large numbers of crew simultaneously. However, if you don't mind a little extra math, you can instead use the following alternate rule.

When firing grapeshot, the attacker makes one attack roll. He first compares that value to the Location's AC. Failure indicates the grapeshot didn't penetrate the Location. Success means the shot has a chance to affect creatures in the Location. If the attack on the Location was successful, next compare the attack value to the AC of creatures in the Location, granting them all a +8 cover bonus to AC. Each creature whose AC is overcome takes full damage from the grapeshot.

For example, Bobby is playing the Gunnery Sergeant on the Unrepentant Candor. *His ship is in a ferocious firefight with another vessel, and he opts to load grapeshot into his 12-pounder and fire it at the other ship's gun deck. Bobby has a total modifier of +12, while the enemy ship's gun deck has an AC of 7. Bobby rolls his d20 and gets a 7, giving him a total of 19. This is enough to penetrate the defenses of the gun deck, so next the GM determines who is in that Location. He determines that there are 20 sailors, each with an AC of 11; there is also the enemy Gunnery Sergeant, a 5th-level fighter with an AC of 22. Bobby's attack is good enough to inflict damage to the 20 generic sailors in the Location, but will not affect the enemy Gunnery Sergeant. Bobby rolls his damage — 6d4 — and gets a total of 17. Like any area attack, Bobby only rolls damage once and it applies to all targets. The GM determines that of the 20 sailors in the Location, 12 are 1st-level and so have no chance to survive. Six more are 2nd-level fighters and the remaining 2 sailors are 4th-level rogues. These 8 NPCs all take damage, but live to fight another round — though they'll do well to summon the ship's surgeon as soon as possible!*

Once set afire, powder explodes 1 round later (except in the touchhole of a cannon, in which case the explosion to fire the weapon is instantaneous). A gunpowder explosion inflicts 5d8 points of fire damage if at least a quarter-pound of powder is present; each full pound of gunpowder present increases the damage caused by 1. For example, 20 pounds of gunpowder causes an explosion that inflicts 5d8+20 points of damage. The blast has a radius of 5 feet per 5 pounds of powder (rounded down) to a maximum radius of 200 feet. For example, the same 20-pound explosion has a blast radius of 20 feet. Any creature caught in the blast area may attempt a Reflex saving throw with a DC equal to 15 +1 per 5 pounds of powder (A DC 19 save for our example blast) for half damage.

Armor

Plating a ship in armor differs from building it wholesale out of iron. First, it's cheaper — both initially as well as when making repairs. Second, it's faster to build a ship from wood and add armor than it is to fashion the ship from iron. In addition, it's possible to apply armor to some Locations but not others, allowing you to make the changes piecemeal. As you gain more time and money you can go back and add armor to the Locations you left undefended previously. Finally, armor plating weighs significantly less.

However, there are also drawbacks, chief among them that armor plating isn't quite as strong a defense as, for example, a hull of solid iron or mithral.

Still, most captains prefer to build their ship from wood and add armor plating.

TABLE 13: SHIP ARMOR

ARMOR	COST[1]	ARMOR BONUS	WEIGHT	BUILD TIME
Scale	+1,750 gp	+5	+1,000 lbs.	5 days
Link	+1,000 gp	+3	+750 lbs.	3 days
Iron Plates	+2,250 gp	+8	+2,500 lbs.	1 week
Sculpted Iron Plates	+10,000 gp	+8	+2,500 lbs.	2 weeks
Deflective Iron Plates	+6,500 gp	+8[2]	+2,500 lbs.	1.5 weeks
1: Cost is per Hull Location				
2: See description				

Reading the Entries

Armor: This is the name of the armor.

Cost: This column lists the cost per Hull Location. It is possible to have different types of armor covering different

Hull Locations, but each individual Hull Location can have only one type. For example, if your ship has three Hull Locations, you can have iron plates covering two of them and scale plates on the third.

Armor Bonus: This is the armor bonus added to the Hull Location as long as the armor remains functional. Damaged armor is treated as described in the Pathfinder Roleplaying Game for PC armor.

Weight: This is the weight added to your ship for including the armor. It is possible for the weight of your ship's armor to increase the load to medium or heavy, thereby slowing her down and affecting her maneuverability.

Build Time: This time is the same whether the armor is being applied while the ship is built or "after market." In addition, this column does not include the time it takes a blacksmith to make the armor, just the time it takes the shipyard to apply it to your Locations. The build time listed is cumulative per Hull Location. A ship made of 6 Hull Locations covered entirely in Sculpted Iron Plates takes 12 more weeks to finish.

Armor Descriptions

Link: Much like a chain shirt for a PC, this style of armor involves a bevy of interlinking chains, which are then bolted to the side of the Hull Location. Link armor is the easiest to manufacture and install, but provides the least amount of protection of the various armor types.

Scale: Scale plating involves layering smaller iron plates in a pattern very similar to a dragon's scales. Each individual plate (roughly 1 foot per side) doesn't offer much protection on its own, but when layered and reinforced with other plates it offers stronger protection than link armor. Installing scale plating requires more labor than link armor, and so the cost is slightly higher.

Iron Plates: The strongest — and heaviest — of the armor options, iron plating involves bolting massive iron plates directly to the side of the Hull Location. The sheer weight of the plates requires specialized booms to lift into place, increasing the cost to produce and install this armor.

Sculpted Iron Plates: These specially crafted plates provide a ship with the same defense as standard iron plates, but are instead shaped in such a way as to make the ship appear more fearsome. For example, you could opt to sculpt your plates so that your ship appears to be a dragon.

Deflective Iron Plates: These iron plates are shaped in such a way as to deflect cannonballs away from the ship.

A Smokeless World

If your game world doesn't use gunpowder and you don't wish to add it, this section is still useful for you. Instead of cannons, for example, you could opt to just make all the weapons ballista of various sizes. In such a scenario, a cannonball is just a ballista arrow. Grapeshot can remain unchanged—just a special canister that fits the weapon and fires hundreds of pellets at once. Similarly, chainshot can also be an item stored in a special container that functions as described here.

In such a scenario, you don't need powder and so can ignore that column of the table and all the related entries. However, if you would like to keep the danger-factor of powder without actually using gunpowder, perhaps these extra-large ballista require a special alchemical substance to operate properly, and that substance is highly volatile.

In short, even in a world without gunpowder, the material in this section should allow you to arm your ship and properly engage in battle on the high seas.

In addition to the standard armor bonus provided by the plates, they also grant a +1 deflection bonus to the armor class of the Hull Location they protect.

Armor Options

A particularly wealthy captain may choose to have the armor for her ship crafted from rare metals. Doing so offers different benefits, but greatly increases the cost. The armor attached to each Hull Location can be made from only one material — whether the standard iron or one of these options.

Adamantine: Crafting armor from adamantine gives the ship extra resistance to damage. Link armor grants the Hull Location DR 3/—; scale armor grants DR 5/—; and plate armor grants DR 8/—. However, the sheer amount of adamantine necessary greatly increases the cost, multiplying the original price by a factor of 10. Ship armor fashioned from adamantine weighs the same as that made from iron.

Mithral: Much like PC armor, ship armor fashioned from mithral is lighter than but just as strong as its iron counterpart. Mithral armor weighs 75% as much as iron armor, but costs 5 times as much.

General Goods

Each piece of equipment below is placed in a Hull Location.

TABLE 14: EQUIPMENT

EQUIPMENT	COST	WEIGHT
Fire Pump	800 gp	1,000 lbs.
Gun Mount	500 gp	500 lbs.
Hold Pump	800 gp	1,000 lbs.
Rations	5 sp	1lb.
Shot Brazier	1,200 gp	50 lbs.

Fire Pump: A fire pump is a series of hoses connected to a pump, used to extinguish fires on board the ship. Each fire pump is manned by a crew of five and gives a +5 circumstance bonus to a Mate's Reflex save to extinguish a fire aboard ship.

Gun Mount: This articulated arrangement allows a gun to swivel across a 360º arc of fire. Price and weight are for a Large weapon. Multiply cost and weight as normal to allow for larger weapons. Gun mounts allow cannon to fire grapeshot on exposed enemy crew on either ship's deck. Most typically, a gun mount is affixed to the bow of a ship and used as an anti-boarding weapon. The swivel allows the mounted gun to come to bear where it is needed. Moving a gun mount requires a move action, and locking it into place requires a standard action. If a cannon on a gun mount is fired without the mount being locked in place, there is 20% chance of the weapon backfiring.

A backfiring weapon attacks the Location in which the gun mount is located. It hits automatically, but resolves damage as normal. Additionally, a weapon that backfires in this manner gains the broken condition. Finally, all creatures and unattended objects in the Location must make a Reflex saving throw (DC equal to 10 plus the number of damage dice for the cannon). Failing the save means the creature or object takes 1d4 points of bludgeoning damage and catches fire due to the hot backfiring weapon spinning on its mount and clipping them.

Hold Pump: A hold pump is a series of hoses connected to a pump, used for extracting water from the hold of the ship once it begins taking on water. A hold pump can extract 5,000 lbs. of water per minute (or 500 lbs. per round). A pump is manned by a crew of four.

Rations: A basic ship's ration typically includes hardtack, salted pork and fresh water. A serving of boiled cabbage or limes is included once per week. The entry in the table above is for one crewmember per day.

Shot Brazier: A shot brazier stands next to a cannon and is used to heat the cannonball prior to firing it. Heating a cannonball requires 2 rounds, and imposes a –2 penalty on the attack roll made to fire it. A heated cannonball must be fired within 5 rounds or it loses its heat. A heated cannonball inflicts 2d6 fire damage in addition to its standard damage. In addition, the Captain must make a DC 15 Reflex saving throw for the Hull Location. She uses her base Reflex save value and her ship's Dexterity modifier, as well as any other modifiers the ship receives, such as from magic. If the saving throw fails, the struck Location catches fire. This fire inflicts 2d6 points of damage per round and ignores hardness. See *Actions During Naval Combat* in **Chapter 4: Combat** for details on extinguishing fires aboard ships.

Special Locations

TABLE 15: SPECIAL LOCATIONS

LOCATION	PRICE[1]	WEIGHT[2]
Captain's Quarters	1,000 gp	500 lbs.
Oars	1,000 gp	200 lbs.
Brig	1,500 gp	1,000 lbs.
Cistern	2,500 gp	1,000 lbs.
Galley	3,000 gp	2,000 lbs.
Captain's Quarters, Luxurious	5,000 gp	1,000 lbs.
Powder Magazine	10,000 gp	500 lbs.
Smuggling Compartment	10,000 gp	—

[1] The price includes standard equipment but does not include specialized crew

[2] This figure is added to the standard weight of the Hull Location

Brig: A brig is an onboard prison. Used to allow drunkards to sleep off their booze or to lock up a mutinous crewmember before his message spreads, a typical brig consists of numerous isolation cells — barely more than 8' to a side — as well as one large holding area. In addition, it has a desk and chair, where guards take care of necessary paperwork. A brig is manned by three crewmembers at all times if it is in use. The simplest of brigs simply uses iron bars to separate cells, while those with a bit more planning have solid bulkheads between cells, preventing inhabitants from having physical contact.

Captain's Quarters: This Location provides the Captain some privacy from the rest of the crew, and also provides an antechamber the Captain can use for meetings

with his mates and other officers. The standard Captain's quarters provides basic comforts. The room is furnished with a comfortable bed, armoire, chest-of-drawers, and a simple safe (Disable Device DC 25 to open without the key). The antechamber comes with a simple table and ten chairs.

Captain's Quarters, Luxurious: This specialized Location is similar to the standard Captain's quarters, but is far more decadent. The furniture is made of the finest wood and inlaid with gold filigree. Thick, plush carpets cover the decks; spectacular paintings and tapestries adorn the bulkheads. The antechamber's table and chairs are likewise upgraded and far more comfortable than the standard outfitting.

Cistern: This special Location can only be incorporated into the ship when it is first being built. The cistern is typically set near the center of the ship to provide balance. Special tubing runs through the masts and spars, collecting rainwater when it's available. The tubes all flow to the central cistern location, where the water becomes available through taps to consume and use. A cistern holds up to 2,000 gallons of water. The listed weight does not include the weight of the water. When full, add 16,000 pounds to the weight (one gallon weighs 8 pounds).

Galley: A galley is used to prepare and serve food to the crew. The price in the table is for a single galley, which requires a full Hull Location and provides space to feed up to 30 crewmembers at once. Multiple Hull Locations can be placed together to create a larger galley if desired. A standard galley includes a rudimentary pantry for storing enough food and water for 90 meals; the remainder of the food must be stored elsewhere. In addition, simple tools — butcher knives, pots and pans, cutting blocks, and so on — are included as part of this Location, though food is not.

Oars: A ship can be equipped with one or more banks of oars rowed by an expanded crew. The oars can propel the ship even if there is no wind. A single oar bank requires a crew of 20 to operate successfully, and adds +1 to a ship's speed. For purposes of fatigue, treat operating an oar bank as a forced march (including gaining a +4 to Constitution checks from the Endurance feat). Typically, a ship will have 60 crew assigned to oar duty, and rotate them through 3 shifts during the day. The listed price includes the work necessary to allow the oars to move through the Hull Location, a supply of a dozen oars, and benches for the rowers to sit on.

A ship can have multiple oar banks. The bonus to speed stacks; that is, a ship with two oar banks gains +2 Speed when they're in use, three oar banks grants +3 Speed, and so on. Each oar bank takes up half the space available in the appropriate Hull Location.

A ship cannot benefit from an oar bank at the same time it is under sail or engine power. To do so would be deadly to the crew manning the oars. Generally, oars are only used when Rigging Locations are either completely destroyed or there is no wind power available.

Powder Magazine: This compartment contains a ship's supply of gunpowder and is usually water tight and has magical lighting to minimize potential sparks. The typical powder magazine requires a full Hull Location worth of space on board the ship. Generally, a powder magazine contains several bins or large barrels full of powder, as well as the means to transfer powder to smaller casks used near the cannons. When full, a powder magazine can hold one ton of gunpowder. Standing orders on most ships forbid any metal tools (shovels, scoops, wheelbarrows, etc.) from entering the powder magazine, lest they generate a spark. Instead, a standard powder magazine comes equipped with appropriate tools made from highly polished wood. The listed weight does not include the powder.

The smallest of sparks — let alone an actual fire — often results in the demise of the ship and her crew. If the gunpowder catches fire, it explodes 1 round later. Rules for gunpowder explosions can be found under the **Powder** entry in the **Weapons** section of this product. Creatures physically in the powder magazine when it explodes suffer a −10 penalty on the saving throw due to the confined space. Standard practice is to hire a spellcaster to cast *continual flame* inside the powder room, to remove the need for torches or candles to provide light. Such spellcasting service is not included in the listed cost.

Smuggling Compartment: This special Location is built in such a way as to have a portion of the Location hidden from plain view. The most common method is to place this Location in the hold of the ship, and have the hold only be 15 feet in height. The remaining 5 feet are hidden beneath the floor. Finding a standard Smuggling Compartment requires a DC 30 Perception check.

Engines

An engine propels a ship, either in addition to sail power or in place of it. Regardless of the fuel source, all engines function similarly: the fuel generates power, which is then focused on a propulsion device (typically a propeller or paddle). If a ship has an engine, the engine room requires a dedicated Hull Location and a total of 8 crewmembers to operate. A ship can have multiple engines, and these requirements stack; a ship with two engines requires two dedicated Hull Locations and 16 crewmembers, for example.

TABLE 16: ENGINES

TYPE	COST	SPEED	HARDNESS	HP	BREAK DC	DISABLE DEVICE	WEIGHT	FUEL[1]
Manual	5,000 gp	+2	2	35	20	25	1,000 lbs.	—
Steam, Poor	15,000 gp	+4	7	60	25	25	25,000 lbs.	10 lbs.
Steam, Average	22,000 gp	+6	9	70	30	25	22,000 lbs.	8 lbs.
Steam, Good	26,000 gp	+8	10	85	35	30	20,000 lbs.	5 lbs.

1: The listed fuel is the weight necessary per mile.

Manual: A manual engine requires physical activity to turn the crankshaft, for example a treadmill or hand crank. Oftentimes, slaves or indentured servants are pressed into action to perform the physical activity necessary to power the engines. Operating a manual engine is akin to a forced march, and follows the rules for such (see the Pathfinder Roleplaying Game, Chapter 7, "Overland Movement" for details). As with a forced marched, the Endurance feat grants a bonus to the Constitution checks made to continue operating the manual engine. A ship with a manual engine does not require an Engineer to operate properly (see the "Officer Roles" section in the next chapter). However, without an Engineer aboard, the engine is incapable of performing the special Engineer functions described under the Engineer role.

Steam: A steam-powered engine can have multiple sources of energy, but effectively they all operate in the same way: The engine burns fuel to generate heat; the heat, in turn, boils water; the steam turns a turbine, which powers the crankshaft and propels the ship. The steam is then condensed back into water and piped back to the tank to repeat the cycle. The listed weight includes all the necessary machinery as well as the water tank at full capacity. It does not include the fuel, which must be stored separately (see below).

Damaging an Engine: Whatever the type of engine, it can sustain damage just like any other object. Pipes break, gears on the crankshaft strip and jam, the furnace loses efficacy and ceases to focus heat on the water tank, and so forth. When an engine sustains damage equal to at least half its hit points, it gains the broken condition just like any other object. A broken engine is less effective, only generating half its normal Speed bonus; in addition, a broken engine is less efficient and requires twice as much fuel.

Fuel: Steam engines require fuel to generate heat, which in turn boils water to create steam. Three main sources of fuel exist: peat, wood, and coal. While in the real world these source — and others — all have different qualities (and engines were generally designed to only burn one type), for simplicity in *FaSB* the three sources are interchangeable and all have the same weight and volume. A ship's engine is capable of burning any source effectively, and can even mix and match as necessary. Many ships dedicate a Hull Location for fuel storage, though that isn't strictly necessary as long as the ship has the space for the fuel somewhere, such as the cargo hold.

In addition, steam engines require fresh water. Each engine comes equipped with a 2,000-gallon tank.

The system is, overall, self-contained; after the steam turns the crankshaft, the system is designed to capture the condensed water and steer it back into the main tank. Over time, though, the amount of water in the tank will drop. Each week the tank loses 200 gallons of water. The engine can function normally as long as at least 1,000 gallons remain. If the tank ever drops to less than that volume, the system doesn't generate enough pressure to power the crankshaft and the engine ceases to function. Generally, a cleric (or other divine spellcaster) can keep the tank topped off with castings of the *create water* orison. In a pinch, salt water is functional. However, running on salt water for more than three days results in corrosion to the system. For each day after the third when at least 40% of the tank is salt water, the system suffers 10% of its maximum hit points as damage. This damage ignores the engine's hardness.

Alchemical Engines

In addition to running on manual or steam power, an engine can also run on an alchemical fuel source. Whether the alchemical substance is burned to boil water and generate steam or powers the crankshaft through some other means, the general premise is the same: use fuel to turn a crankshaft which in turn operates a propeller, paddles, or other method of propulsion.

TABLE 17: ALCHEMICAL ENGINES

TYPE	COST	SPEED	HARDNESS	HP	BREAK DC	DISABLE DEVICE	WEIGHT	DC
Alchemical, Poor	19,000 gp	+3	6	65	25	25	27,000	30
Alchemical, Average	24,000 gp	+5	8	75	30	25	23,000	35
Alchemical, Good	30,000 gp	+7	10	85	35	30	19,000	40
Alchemical, Superior	45,000 gp	+9	12	95	40	35	17,000	45

An alchemical engine, regardless of quality, requires a daily Craft (alchemy) check in order to maintain the inner workings and provide sufficient fuel. The DC of this check is listed in the table, and it requires supplies and reagents worth a total of 100 gp per day. Typically, the Engineer makes the check; up to four assistants can perform the aid another action to aid her in the daily tasks. Generating fuel and performing maintenance on the system requires 1 hour per day.

Retrofitting an Engine

In all cases above, the listed prices are for building a new ship with an engine. To add an engine to an existing ship requires an additional 50% expenditure — for example, adding a poor steam engine to a ship costs 22,500 gp.

CHAPTER 3: RECRUIT CREW

While your ship's Locations and equipment have a large say in her capabilities — determining factors such as her speed and maneuverability, her carrying capacity, and her ability in combat — what really brings your ship to life is her crew. A good crew is capable of getting the most (and sometimes, more) out of a ship. Captains inspire crewmembers to new heights; gunnery sergeants provide the perfect trajectory for a cannon shot, the navigator reads the winds and weather and allows your ship to move at an incredible pace, and even the lowly deckhand has a vital role. Alternately, a poor or simply inexperienced crew is, more often than not, a disaster waiting to happen.

For simplicity, we've divided the ship's compliment into two categories: officers and crewmen (used in a gender neutral here, as these can be male or female). For our purposes, officer is a role that has a leadership aspect on a ship, or otherwise has a significant impact on how a ship operates. In most cases, a PC fills or wants to fill one of these roles.

Crewmen aren't just people on the ship. They have a job to do, and an officer can command them to perform other tasks as well. They're the folks who take orders from the gunnery sergeant and load the cannons or who take orders from the First Mate and raise and lower sails to best take advantage of the wind. These roles are probably filled by nameless NPCs. However, it is important to note that if a PC really wants to fill the role of oarsman or fireman or deckhand, why not? Actions are available for him during combat, even when not barking out orders.

Loyalty Score

A ship has a Loyalty score that determines effects such as whether the crew mutinies, surrenders during combat, and so forth. Loyalty score is discussed further in the "Combat" chapter. A ship's Loyalty score is computed as follows:

Loyalty = The Captain's level + Captain's Cha modifier + Navigator's Wis or Int modifier + Chaplain's Wis or Cha modifier + other bonuses (see below).

TABLE 18: LOYALTY MODIFIERS

ITEM	MODIFIER
Captain	+Cha modifier
Chaplain	+Wis or Cha modifier
Navigator	+ Int or Wis modifier
At least 50% of crew are followers gained from Leadership feat	+2
At least 75% of crew are followers gained from Leadership feat	+4
At least 95% of crew are followers gained from Leadership feat	+6
Pay	+2 (double pay)
	+4 (quadruple pay)
	–2 (half pay)
	–6 (no pay)
Rations (food and rum)	+2 (double rations)
	–2 (half rations)
	–6 (no rations)
Time at sea	–1 for each month without landfall
Charmed	+10 vs. Mutiny
Dominated	+15 vs. Mutiny
Battles within last month	+2 per victory
	–2 per defeat
Captain is dead or captured and no new leader has stepped forward	–20

Leader Bonuses: Ship leaders apply bonuses to Loyalty as specified in the **Leadership Roles** section below, and summarized in the table.

Pay and Rations: Well-paid and well-fed crewmen are less likely to mutiny.

Battles: A victorious Captain inspires his crew, while the crew of a repeatedly defeated Captain is likely to prefer a different leader.

Time at Sea: Long voyages away from loved ones, the comforts of home and the warmth of the brothel have the effect of fraying nerves and shortening a crew's patience. This isolation grows worse if a ship is becalmed and makes no progress towards its destination.

Leadership Feat: A Captain (or other officer) who uses the Leadership feat to recruit the crew gains a bonus on Loyalty checks based upon how many crew members are followers. On the contrary, slaves, impressed commoners, and indentured servants turned into crew often attempt to escape or mutiny as soon as they can.

Magical Control: A magically compelled crew is unlikely to mutiny, but cannot be inspired to fight heart and soul for their Captain.

Captain Deceased or Captured: A leaderless ship is susceptible to mutiny or surrender. If this condition applies, the next in command makes all required Loyalty checks, including this penalty in the roll.

Making Loyalty Checks

A ship's Captain makes Loyalty checks much like she would make a skill check or ability check. She rolls a d20 and adds the ship's Loyalty score to the die roll, then compares this result to the DC of the effect she wishes to achieve. When making a Loyalty check, the total die roll plus modifiers determines success; that is, a 1 is not an automatic failure and a 20 is not an automatic success. If the Captain is able to get her modifier sufficiently high such that the crew will never surrender, even under the direst of circumstances, she should be rewarded.

If the Captain is unable to make the required check — such as if she is dead or captured by an enemy ship — required checks are made by the next in command or an officer who asserts authority.

TABLE 19: LOYALTY CHECKS

Check	DC
Avoid mutiny per week	10 (can take 10)
Fight a monster with a CR five or greater than the highest level possessed by an officer	25
Saving throw vs. fear or charm effect	10 + normal DC
Prevent rout / surrender at 50% casualties	35
Prevent rout / surrender at 75% casualties	40
Inspire courage +1	25
Inspire courage +2	35
Inspire courage +3	45

Mutiny: Once per week a Captain must make a successful DC 10 Loyalty check to avoid mutiny on board her ship. A Captain may take 10 on this roll, thus it is not required to roll unless the ship's Loyalty modifier is negative.

If a crew mutinies, 50% of the crew plus 5% per point of negative Loyalty modifier rise up against the Captain. For example, if a ship has a –5 Loyalty modifier, 75% of the crew mutiny. Each NPC leader rolls a d% and if their roll is below this mutiny percentage they join the mutiny. Treat the mutinous crew as hostile towards the Captain.

Rout: A crew will normally surrender if reduced to 50% or less of their starting number during a battle. A Captain of a ship with a high Loyalty modifier can exhort her crew to continue the fight despite their losses. A Captain must roll again once casualties reach 75%.

Improve Saves: A Captain of a ship with a high Loyalty modifier can assist her crew to shake off fear or charm effects. The Captain makes a Loyalty check against a DC of 10 plus the effect's original DC. If her Loyalty check is successful all friendly targets within 60 feet that can see and hear the Captain immediately receive a new saving throw with a +10 morale bonus. If the Captain beats the DC of this check by more than 10 points, the effect is ended instead of granting new saves.

Inspiration: A Captain may, as a full-round action, make an impassioned speech to inspire her crew. This ability functions as the bard's inspire courage ability, but the bonus from the Loyalty check does not stack with the bard's ability. The inspiration bonus lasts as long as the Captain can continue to spend a move action each round; if the Captain cannot — or chooses not to — the effect ends immediately.

Officer Roles

As mentioned above, in the *FaSB* rules an officer is a sailor who either has a leadership position on the ship or who otherwise fills an important role. Certain officer roles must be filled, either by a PC if he or she is interested or by an NPC if not.

Beyond this list of mandatory roles, though, you and your players are free to add new ones. For example, Head Cook is a role not detailed here but could be a task of grave import on a ship spending months at sea. If a player in your group expresses interest in such a task, work with the player to develop the role. Perhaps the Head Cook is responsible for keeping the marines and sailors well fed and hydrated, perhaps even combining magical potions such as *cure light wounds* into the food or drink they supply. The key to any new role is to ensure it *has something meaningful to do* on *every* round of that officer's ship initiative (discussed below under the Captain entry as well as in the **Combat** chapter).

Captain

The Captain of a ship is responsible for the crew's morale, alacrity, and expertise. On board, her word is law and she is responsible for justice (however rough) amongst the crew.

Benefit: A Captain adds her Charisma modifier to the ship's Loyalty score. She can make use of the ship's Loyalty score to inspire the crew or free them from mind-affecting magic.

Vacancy Penalty: A ship without a Captain loses its stomach for the fight. A leaderless crew takes a –4 penalty to attack rolls and Will saving throws. A ship without a Captain surrenders when suffering 25% casualties, unless other extenuating circumstances exist (for example, if the crew knows the opposing ship will execute them).

Ship Initiative Modifier: Charisma

Special: A Captain typically does not directly command crew, relying on her officers to execute her will. The Captain designates the tasks she wants completed and which officer she wants to complete them on a turn-by-turn basis. However, the Captain (if she chooses) can directly command 20 crewmen, just as a Mate. These crewmen directly under her command are in addition to the orders she relays to the ship's officers.

Navigator

The Navigator is responsible for the navigation of a sailing vessel.

Benefit: Any Knowledge (geography) or Survival checks to avoid getting lost are made using the Navigator's modifier. The Navigator adds her Wisdom or Intelligence modifier (whichever is better) to a ship's Loyalty score. Navigators are responsible for the sails and rigging.

At the start of combat, the Navigator makes a Profession (sailor) or Survival check to enable his ship to take advantage of the weather gauge. Rules for the weather gauge are discussed in the **Combat** chapter.

Vacancy Penalty: A ship without a Navigator immediately becomes lost, but may make Survival checks (DC 15) to escape this condition. In addition, the ship's maximum Speed is reduced by 2 (to a minimum of 1). Finally, a ship without a Navigator cannot take advantage of the weather gauge if it is available, and if there is no Navigator at the start of a naval engagement, the ship cannot claim gauge.

Ship Initiative Modifier: Intelligence or Wisdom.

Special: A Navigator may command up to 20 crewmen, as a Mate does.

Chaplain

The Chaplain is responsible for the spiritual wellbeing of those on board.

Benefit: A Chaplain adds his Wisdom or Charisma bonus to the ship's Loyalty, whichever is higher. In order to gain this benefit, the majority of the crew must share either the Chaplain's alignment, the Chaplain's deity, or the alignment of the Chaplain's deity.

Vacancy Penalty: A ship without a Chaplain takes a −2 penalty to Loyalty.

Ship Initiative Modifier: Wisdom or Charisma

Special: A Chaplain may command up to 20 crewmen, as a Mate does. A PC serving the role of Chaplain may also fill one other officer role. However, doing so does not allow

him to command extra crew — that is, he still only may issue commands to 20 crewmen during a naval engagement. See **Combat** for more details.

Surgeon

The Surgeon deals with battlefield casualties and the ongoing health of the crew.

Benefit: A Surgeon adds his Wisdom or Intelligence bonus to the ship's Loyalty. In addition, the Surgeon is responsible for keeping injured crewmen alive and — when possible — getting them back into the battle. Oftentimes, Surgeons give their crewmen standing orders to fan out across the ship and treat the injured as necessary.

Stabilize: The Surgeon and his crewmen are responsible for stabilizing the injured. At any time during his Naval Action, the Surgeon may make a DC 15 Heal check as a free action. If he's successful, he stabilizes one crewman; this crewman cannot fight again that day (unless later the recipient of magical healing) but will live to fight another day. For every two crewmen under the Surgeon's command, he can stabilize one more injured crewman. The Surgeon need not be present in order for his Heal check to affect an injured crewman, so long as at least two of his crewmen are in the same Location as the injured sailor. In essence, the player of the Surgeon makes one Heal check to determine the effectiveness of those under his command, regardless of where they are on the ship. For example, if the Surgeon has 20 crewmen under his command and the ship has just suffered a round of cannonball fire, he and his crewmen can stabilize up to 11 injured crewmen — one by the surgeon himself and 10 more by his crewmen — as long as all the injured crewmen can be treated that round. Crewmen stabilized in this manner are unavailable to the Captain and other officers during the battle, but will recover afterward. If an injured crewman is not treated for five consecutive rounds, he dies and cannot be stabilized or patched up. While officers and PCs can be stabilized in this way, they follow the normal dying rules if left untreated rather than those simplified here for standard crewmen.

Patch Up: In addition to stabilizing crewmen, each round on his Naval Action the Surgeon may make a DC 25 Heal check as a standard action if he or his crewmen are actively treating the injured. If this "patch up" check is successful, one of the injured crewmen who normally would have been stabilized is instead healed sufficiently to immediately return to the battle. If he and his crewmen are spread out across the ship, it's the Surgeon's choice where the injured crewman is patched up, so long as he or

his crewmen are in that area. For every 5 points by which the Surgeon beats the DC, one more injured crewman is returned to the fray. For example, if the Surgeon rolls a 37 on his Heal check, he and his crewmen return 3 injured crewmen back to the battle, providing the Captain and Mates more resources with which to work. This ability does not apply to officers and PCs.

Assessment: As a standard action on his Naval Action, the surgeon can assess the crewmen of the enemy ship. To do so, he must have line of sight to the ship. He makes a DC 30 Perception check and, if successful, gains a basic understanding of the status of the enemy crewmen. He learns information such as percentage of crewmen lost (either through death or being stabilized and therefore unable to fight). In addition, he can say how many officers have become incapacitated or died. The GM tells him a value +/−1 of the correct number in regards to officers. If the Surgeon instead beats a DC of 40, the GM tells him the exact number.

Post-Battle Recovery: At the end of the battle, the Surgeon and his crew move about the ship and tend to the injured and dying. The Surgeon makes a special Heal check, with the result of the check plus 10 being the percentage of "deceased" crew from the battle that don't actually die. This check requires one hour from the Surgeon and his crew, and he must have at least 4 crewmembers under his command during this task. For example, if the Surgeon was unable to reach the lower hull to save 15 crewmembers there, those sailors were removed from the battle and marked as deceased (see the "stabilize" action above). With this action, the Surgeon could save some percentage of those crewmembers, as determined by his Heal check. The surgeon makes one check for the entire ship, using his result to determine the total percentage recovered after battle.

Vacancy Penalty: Without a Surgeon, only 5% of casualties recover at the end of the battle. A ship without a Surgeon is susceptible to disease and illness, causing 1d6 of its crewmen to become incapacitated (treat as 0 hp) per week.

Ship Initiative Modifier: Intelligence or Wisdom

Special: To perform their duties, Surgeons can designate up to 20 crewmen as interns and send them out to transport wounded and unconscious crewmen back to the Surgeon for treatment. Alternately, Surgeons may lead up to 20 crewmen (interns) around the ship to treat casualties where they lie in the field (Surgeon's choice).

Mates

The ship's Mates command its crewmen in any number of roles. Each commands up to 20 crewmen in whatever tasks are required. On larger ships these tasks can be specialized, but on smaller ships the Mates are expected to lead their crewmen in completing different tasks. There is no limit to the number of Mates on one ship; however, the GM should ensure all PCs have a role before assigning NPCs into these roles, and shouldn't make an NPC a Mate unless it's truly necessary.

It's also possible — and sometimes necessary — for two Mates to fill the same role. For example, on a ship with multiple gun decks, it probably makes sense to have two (or more) gunnery sergeants, each commanding 20 crewmen as necessary to enact the Captain's wishes in naval combat.

Benefit:

Away Team: A Mate leading crewmen on a boarding mission grants his crewmen benefits while aboard the enemy ship. All away team crewmen (not officers or PCs) gain a +3 bonus when flanking an enemy, instead of the standard +2. In addition, they all receive a +2 morale bonus to saving throws.

Combat: If a Mate commanding crewmen in hand-to-hand combat aboard his own ship has the Improved Initiative feat, all his crewmen gain a +2 feat bonus to initiative. This bonus does not stack with Improved Initiative; that is, if the crewman has Improved Initiative on her own, she does not also gain this +2 bonus. In addition, all his crewmen (not officers or PCs) fighting to repel a boarding party gain a +1 morale bonus to attack and damage rolls.

Fire Master: A Mate specializing in dealing with onboard fires gains a +2 bonus to Reflex saves to extinguish these fires. In addition, only a roll of a natural 1 inflicts damage on the crewmen for an unsuccessful check. Normally, crewmen are affected by a failure of more than 5 on the Reflex save to extinguish fires. More information about fires aboard a ship and extinguishing them can be found in the **Combat** chapter.

Gunnery: A Mate applies any of his cannon-specific feats to crewmen (not officers or PCs) under his command. These include Weapon Focus, Weapon Specialization, Exotic Weapon Proficiency, Naval Gunnery, and Storm-Tossed Gunnery.

Rowing: A Mate can increase the maneuverability of a ship under oars manned by his crewmen by one category with a successful DC 20 Profession (sailor) check. For ships that require more than 20 crewmen to row, each mate must successfully make this check to achieve the maneuverability bonus. The bonus lasts for one round, and can only be acquired three times/day.

Sailing: A Mate can direct five crewmen to raise or lower sails in 1 round, rather than the standard 2 rounds, with a successful DC 20 Profession (sailor) check.

Temporary Captain: Should the Captain fall in battle, a Mate, Navigator, or Chaplain may attempt to step into the leadership void. The Mate must take a ship-based action as well as his own as a full-round action, during which time he makes an impassioned plea to the crew to rally in spite of the loss of their Captain. The Mate then makes a Profession (sailor) check opposed by the ship's Loyalty score. If the Mate is successful, he becomes the ship's Captain in the eyes of the crew; all crewmen who heard the new Captain's rallying speech gain a +2 morale bonus on saving throws, attack rolls, damage rolls, and skill checks for a number of rounds equal to the new Captain's Charisma modifier (minimum 1).

Vacancy Penalty: An untrained or leaderless crew is inefficient, and twice as many crewmen are needed to complete crew actions other than firing cannon. This includes bailing water, extinguishing fires, grappling, and managing sails.

Ship Initiative Modifier: Intelligence, Wisdom, or Charisma

Special: A Mate must be in the same or an adjacent Location to command his crewmen. However, a Mate can give standing orders for a crewman (or part of a crew); those orders remain in effect until a Mate (the same or different) gives new orders to the crewmen. For example, a Mate can command 10 crewmen of his 20-man crew to go below deck and bail water, and then command the other 10 to follow him to the brig. The partial crew that follows him to the brig can receive new orders at any time, but the 10 who went to bail water will need to continue at their task until told otherwise.

Engineer

The Engineer is a specialized Mate who is responsible for the maintenance and operation of the ship's engine, whether the engine uses a standard fuel source such as coal, an alchemical fuel source, or magic. Typically (but

not always), the Engineer of an alchemical or magical ship's engine room is well versed in that form of energy. See **Engineers and Skill Checks** for information about how skills interact with different types of engines.

Benefit: When first coming aboard a ship, the Engineer must spend 24 hours getting to know the ship and the engine. These hours need not be consecutive. After the attunement process is complete, the Engineer and her crewmen are capable of providing appropriate operational support for the engine. The Captain and Navigator can, at all times, take advantage of the power of the engine.

In addition, the Engineer can attempt the following checks as needed:

Repair: Should the engine ever become damaged, the Engineer is responsible for repairs. She attempts a DC 20 Knowledge (engineering) check. If successful, she and her crewmen repair 10 points of damage in one day. For every 5 points by which the Engineer exceeds the DC, she and her crewmen accomplish an additional 1 point of repair. For example, if she rolls a total of 32 on her Knowledge (engineering) check, she and her crewmen will be able to repair 12 points of damage to the engine. The Engineer can take 10 on this check, but not 20. Up to 4 crewmen may perform an aid another action.

Overload: With a DC 25 Knowledge (engineering) check, the Engineer can temporarily overload the engine, enabling it to function at higher-than-normal levels at the expense of damage. A successful check allows the ship to gain a +2 bonus to Base Speed for up to one minute. However, for each round spent overloaded, the engine suffers one-tenth of its normal hit point total in damage that must be later repaired; this damage bypasses the engine's hardness. The Engineer can cease the increased movement at any time before the full duration expires.

Naval Tactics: On a successful DC 20 Knowledge (engineering) check, the Engineer can grant the Navigator a +4 bonus to accomplish any one Naval Tactic by perfectly timing the engine's power level up or down as needed. If the Engineer fails the check, the engine suffers 5 points of damage and the Navigator receives a −2 penalty on the Naval Tactic check instead.

Self-Destruct: The Engineer can set the engine so that it overloads and explodes, scuttling the ship. To accomplish this, the Engineer must succeed on a DC 35 Knowledge (engineering) check. In addition, three other crewmen (or officers) must aid him in the process and succeed on their

own DC 15 Knowledge (engineering) checks; neither the Engineer nor his crewmen may take 10 or 20 on this check. If the checks are successful, the engine builds pressure without putting output to the propulsion system; the entire system explodes 1d3 minutes later, inflicting 20d6 points of force damage to all objects and creatures within a 100-foot radius of the engine. If the engine was steam-powered, alchemical, or magical it also deals 10d6 points of fire damage. At any time up until it explodes, the Engineer (DC 30) and his assistants (DC 10) can all make checks to reverse the process. If the process is ever started and later reversed, the engine suffers 90% of its maximum hit points as damage and is inoperable until repaired.

Vacancy Penalty: A ship that possesses an engine but no Engineer cannot stop, start, or alter the power of the engine.

Ship Initiative Modifier: Intelligence or Wisdom

Special: Only a ship with an engine has an Engineer (and the associated crew).

Recruiting Crew

A ship's crew is its lifeblood, operating the rigging, raising and lowering the sails, pulling the oars, and firing its cannon. While a vicious pressgang can round up unwilling "volunteers" to crew a ship, highly paid and trained specialist crewmen are worth their weight in gold. Potential crewmen congregate at port towns of any size, usually in the taverns or at the waterfront, waiting for the right captain and ship to offer the right wage for service — though smaller towns may not have the exact crew desired by the Captain. As a rule of thumb, no more than one-third of a town's population can be hired (or forced) to become crewmen without the townsfolk attacking.

In such circumstances, treat most such townsfolk as "Landsman" in the table below; they possess no special skills required for sailing or maintaining a ship, regardless of their class or level.

TABLE 20: CREW TYPES

CREWMAN	PAY / DAY	SPECIAL	AVG. HP	AVG. AC	AVG. SAVES
Landsman	1 sp	—	4	11	0 / 1 / 0
Seaman	3 sp	+4 Profession (sailor)	8	12	1 / 4 / 1
Marine	3 sp	+1 BAB, 1 useful combat feat	12	14	4 / 1 / 0
Able Seaman	1 gp	+5 Profession (sailor)	20	13	2 / 5 / 2

ENGINEERS AND SKILL CHECKS

Throughout the Engineer's description, the rules require Knowledge (engineering) checks to accomplish tasks. Note, however, that if the engine aboard the ship is alchemical, the Engineer can use the better of his Knowledge (engineering) or Craft (alchemy) skills. Similarly, if the engine is magical, the Engineer can use the better of Knowledge (engineering), Knowledge (arcana), or Use Magic Device.

CREWMAN	PAY / DAY	SPECIAL	AVG. HP	AVG. AC	AVG. SAVES
Veteran	1 gp	+3 BAB, 2 useful combat feats	27	15	5 / 2 / 1
Corsair or Buccaneer	2 gp	+7 Profession (sailor), 1 useful combat feat	30	17	3 / 7 / 2

The Recruitment Roll

While at dock, a Captain can recruit as many crewmen as she likes, up to one-third the town's population. To actively recruit crew, the Captain makes either a Diplomacy check to gather information or a Profession (sailor) check, whichever is higher. If the Captain has the Leadership feat, he gains a +2 circumstance bonus on this check. If the Captain has earned great renown for his work, he gains a bonus from +1 to +4 (GM's discretion).

A successful DC 10 check allows the Captain to recruit 11–20% (1d10+10) of the number of crew he seeks. A DC 18 check allows the Captain to recruit 41–50% (1d10+40). A DC 25 check allows the recruiting of 81-90% (1d10+80) of the crew. A check of 30 or higher allows the Captain to find all the crewmen he seeks (up to the maximum allowed for the town).

Note, however, that just because the Captain can find the number of crewmen he seeks doesn't mean he finds the exact sailor he needs. Normally 31-50% (1d20+30) of potential recruits will be no more skilled than a seaman. Regardless of the number of crewmen recruited, this check represents one day's work by the Captain and his Mates.

Should the Captain or his Mates seek to press crewmen (kidnap them) rather than actively recruit, the Captain makes either an Intimidate or Profession (sailor) check. The check DCs are the same as above, except pressganging a crew results in 61–80% (1d20+60) of the recruits being no better than landsman.

Crew on Your Ship

Rigging Locations, cannon, and oars require a minimum level of crew to function and a surplus of crew is usually handy once the battle casualties start rolling in. Remember that, if you plan to capture an enemy ship, you will need enough crew to sail that one as well as your own vessel.

For each crew member, a supply of food and equipment is required. Each crew member requires 600 lbs. of weight capacity on board a ship to represent their weight and personal effects, and costs 5 sp per day to feed. Extra or reduced rations affect the crew's Loyalty.

Crew Advancement

Crew who survive a battle gain XP as normal. Determine the encounter levels of all battles, and assign XP to the crew. When a crewmember gains a new level, his or her pay — and rank — should increase accordingly. In addition, a higher level crew is more adroit at accomplishing the tasks needed on a ship. If at least half the crewmen commanded by a Mate possess 3 or more ranks in Profession (sailor), the Mate gains a +1 circumstance bonus to all his ship-based actions. If at least half the crewmen commanded by a Mate possess 6 or more ranks in Profession (sailor), the bonus increases to +2. If at least half possess 10 or more ranks in Profession (sailor) — a truly legendary crew — the bonus increases to +4.

Oh, Cabin Boy!

Don't underestimate the value of a good cabin boy (doesn't have to be male). The job of cabin boy is what we might call a "gofer" today — that is, somebody to go and run errands. Typically, cabin boys ferried messages from the Captain to the other officers, fetched important items for officers as needed, and even, at times, climbed into the rigging to perform small tasks. While the job is meager, quite a few famous real-world naval officers started their careers as cabin boys, including Admiral Sir Francis Drake and Admiral of the Fleet Sir Cloudesley Shovell. Good cabin boys are worth their weight in gold to a well-run ship.

Plus, don't underestimate the power of allowing your PCs to become attached to a kid, only to have the cabin boy die horribly at a dramatically opportune time! As an extra dramatic bonus, make it the PCs' fault!

Standard Crew Roles

While the crew, mates, and leaders of a ship have been lumped together as an abstraction in game terms, the following are actual ship positions a crew member may fill:

Officer Roles

Master and Commander (Captain), 1st–6th Lieutenant (Mate), Boatswain (Mate), Chaplain (Chaplain), Doctor (Surgeon), Engineer (Mate), Fire Chief (Mate), Gunnery Sergeant (Mate), Jailer (Mate), Marine Captain (Mate), Master-at-Arms (Mate), Midshipman (Mate), Nurse (Surgeon or Mate), Sailing Master/Navigator (Master), Ship's Corporal (Mate), Surgeon's Mate (Mate)

Enlisted Roles

Able Seaman, Armorer, Armorer's Mate, Barber, Boatswain's Mate, Botanist, Botanist's Assistant, Butcher, Cabin Boy, Carpenter, Carpenter's Mate, Clerk, Cook, Cooper, Coxswain, Fireman, Foreman, Gunner, Gunner's Mate, Gunsmith, Helmsman, Landsmen, Logbook Keeper, Lookout, Master's Mate, Medic, Nurse, Oarsman, Powder Monkey, Purser, Quartermaster, Quartermaster's Mate, Rigger, Ropemaker, Sailmaker, Seaman, Steward, Stoker, Swabby, Tailor

Chapter 4: Combat

Building and equipping a ship from the ground up is a fun exercise in its own right, but much like PCs and monsters, after spending the time and effort to build your ship, it's time to put it to the test.

The ship-based combat rules here function much like the existing combat rules. Participants proceed in order of initiative, performing all their actions on their turn. The biggest difference is scale. An officer, especially a PC, simply issuing an order triggers a series of events that affects the entire ship. For example, while the player saying, "Fire the cannon!" seems to be a small-scale action, in reality that simple order by the player results in 30 NPC crewmen swinging into action to fire 5 cannons at an enemy vessel.

FaSB rules use the same exact initiative order, even when "the-whole-ship-is-involved" naval combat actions occur at the same time as "small scale" actions like melee or spell-casting against a single foe. Consequently, an officer — especially a PC in the role of an officer — may take two distinct kinds of action every time it is her turn in the initiative order: she has the option to take her regular action (standard + move, in its various permutations), plus she may also opt to take a naval action, which affects the ship as a whole and its combat with the opposing ship.

Order of Play

Naval combat plays out much like standard combat, and the actions the Captain and officers perform take place within the standard initiative order. The following is a quick guide to the order of play, followed by details for each step.

1. Determine if the ship furthest upwind can Claim the Weather Gauge
2. Have every player Roll for Initiative twice: once for normal initiative and a second time for Naval Initiative
3. Perform Actions in order of initiative, highest to lowest. On normal initiative, perform actions from the Pathfinder Core Rulebook and other sourcebooks. On Naval Initiative, perform naval actions from *Fire As She Bears*
4. At the end of the round, before the new round starts, apply the Effects of Damage and any destroyed Locations to the ship
5. Count Casualties
6. Move Crewmen between Locations as desired
7. If any ship stole the weather gauge during the round, apply bonuses accordingly
8. Repeat step 3–7 until combat resolves.

① Claim the Weather Gauge

Getting the Weather Gauge is a short-hand way of talking about a relationship between two or more ships. When one ship begins a naval encounter upwind of the other, the wind potentially provides a significant tactical advantage. This is because the downwind ship must wrestle the wind to turn and fight, while the upwind ship is aided by the wind for every maneuver it makes.

In *FaSB* terms, all the maneuvers and actions taken by the upwind foe happen With the Wind. By contrast, anything the downwind foe would like to do — except run directly away from the upwind ship — is by definition being done Into the Wind.

Only the Most Upwind Ship Rolls

At the very beginning of any naval encounter, the *most upwind* ship has a chance to claim the weather gauge and all the benefits that entails. The Navigator of that ship makes a DC 20 Profession (sailor) check. If he's successful, he positions his ship in a superior position. If the check is unsuccessful, he cannot try again until another ship claims then subsequently loses the weather gauge — a rare event.

The number of ships participating in the encounter doesn't matter: only the most upwind ship can ever have the gauge.

Effects of "Getting the Gauge"

A ship that claims the weather gauge gains four benefits.

✴ All officers aboard the ship gain a +2 circumstance bonus to their Naval Initiative checks (see the next section).

✴ The ship gains a +2 Speed bonus.

✴ The maneuverability rating of a ship with the gauge increases by one step.

✴ Finally, all attacks made by the ship gain a +1 circumstance bonus to attack rolls.

These bonuses last for the duration of the encounter or until another ship steals the weather gauge; the Navigator need not continue to make Profession (sailor) checks to keep these bonuses.

Stealing the Weather Gauge

It's possible through superior skill — or sheer luck — for one ship to steal the weather gauge from another. To do so, it first must position itself in such a way as to become upwind. A ship can accomplish this through deft sailing techniques or by using magic to change the wind direction. In either case, once the ship that was furthest upwind ceases to hold that position, it loses all the weather gauge bonuses it had gained (although there is no effect on initiative order). The ship that is now upwind can attempt to claim the weather gauge. The Navigator of this ship attempts a DC 25 Profession (sailor) check; if he's successful, his ship claims the weather gauge and gains all the benefits — although the bonus to initiative won't factor in, since the initiative order is already determined. Note that the check to steal the gauge is more difficult than the one to initially claim it.

Example: Bonedeuce's Pride *is hunting the infamous pirate ship* The Unrepentant Candor. *When she finds the* Candor, *the* Pride *learns that Durago Vhut, Captain of the*

Candor, *has acquired a second ship. Captain Bonedeuce decides that his ship is superior to Vhut's, even with this second ship on the scene. Bonedeuce's Navigator positions the* Pride *upwind of the* Candor *and the mystery ship, and claims the gauge. The* Pride *gains the four tactical advantages over both her enemies, and Captain Bonedeuce gives the order to open fire.*

Captain Vhut, however, was expecting Bonedeuce and his ship and laid an ambush. He weathers the storm of the Pride's *cannons for a few moments and then casts a spell to change the wind direction. Suddenly, the* Candor *is the most upwind ship. Vhut's Navigator sails the* Candor *into position and claims the weather gauge! Captain Vhut's* Candor *gains all the benefits of the gauge and the* Pride *loses the benefits it formerly held, but Vhut's second ship does not receive these benefits — only the* Candor. *Still, it's enough to turn the tide of the battle and Vhut unleashes hell, firing cannons and spells at the now vulnerable Bonedeuce's* Pride.

The Weather Gauge in the Real World

In the real world, to benefit from the wind in this way a ship does not have to be upwind of its foe in a straight line, but it must be upwind of the enemy within a 90 degree arc.

Caught downwind in a 90 degree arc of an otherwise equal foe, most captains declare, "She's got the gauge on us, we can but run!"

For example, to determine if one ship "has the weather gauge" on another, draw two imaginary lines from the center of the ship in a 45 degree angle from the direction of the wind. As long as your ship is completely within this imaginary box, you have the weather gauge over your foe.
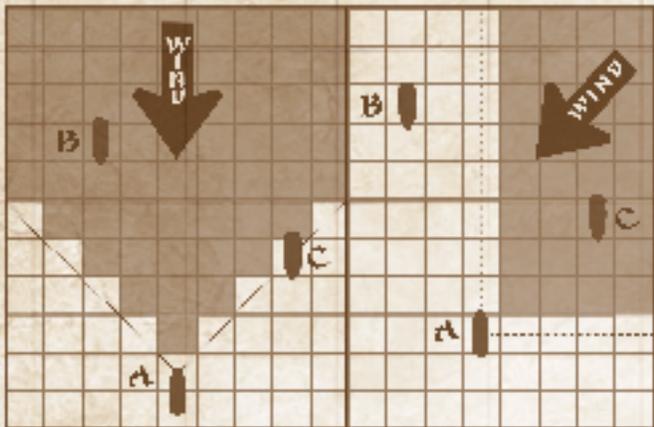
In the first example, the ship labeled B has the weather gauge on A, because it lies completely within the gray squares; however, Ship C does not have the weather gauge on A, because it lies outside the required area.

The second example has the ships in the same locations, but the direction of the wind has shifted. Now C has the weather gauge on A, but B has lost it.

Advanced Rules for the Weather Gauge

If playing with the Advanced Rule: Wind Impacts on Speed, only determine who wins the gauge at wind speeds between Moderate and Windstorm, inclusive. If desired, your table could also incorporate the weather gauge more like it functions in the real world, as described above.

OVERSIMPLIFICATION ALERT

As you can see, the weather gauge rules in *FaSB* are intentionally an oversimplified — even inaccurate — account of the effects of the weather gauge. In the real world, ships maneuvered hard to claim the weather gauge or to steal it away from their opponent, but we wanted to avoid situations where the Navigator is making checks every round to claim the gauge and where the GM needs to redraw a 90 degree arc for multiple ships after every round. Doing so bogs down the action in too much minutiae and drags everybody at the table out of their immersion in the action. As a result, *FaSB* ignores the 90 degree arc and allows only one ship – the most upwind ship, regardless of arc – to get the gauge…if they've the skill to do it.

Nonetheless, these rules emulate the need for ships to scrabble for the best position in a combat, relative to the wind. As well, they model the horror, consternation, calculation, and the sheer randomness of wind and weather that played so great a role in Age of Sail naval combat.

② Roll for Initiative (twice)

At the start of combat, players, NPCs, and monsters all roll their initiative as normal. Creatures can perform any action as normal on their standard initiative turn. In addition, officers and important NPCs also roll a second d20; this second die is their "Naval Initiative." It is during the Naval Initiative that naval actions occur: cannons are reloaded or fired, sails are raised to increase speed, fires are extinguished, water is bailed out of the hull, and so forth.

The modifier for a Naval Initiative roll is not Dexterity, but is determined by the character's role on the ship.

TABLE 21: LEADER ROLES AND INITIATIVE

LEADER	MODIFIER[1]
Captain	Charisma
Navigator	Intelligence or Wisdom
Chaplain	Wisdom or Charisma
Surgeon	Intelligence or Wisdom
Mate[2]	Intelligence, Wisdom, or Charisma

[1] When multiple modifiers are listed, use the better choice

[2] Those who do not fall into the other roles are treated as a "Mate" for determining Naval Initiative.

Example: John's sorcerer, Gregor Sharksbane, serves as Captain on the PCs ship. At the start of the encounter he rolls his regular initiative, including his Dexterity modifier and any feat bonuses as normal. The result is a 16. He rolls again for Naval Initiative, adding only his Charisma modifier (in this case, +4) and any specifically Naval Initiative bonuses from feats in FaSB. *The result is a 12. John now has two places in the initiative order. On 16, his character may perform any of the actions his character normally performs (cast spells, move, etc.), but not Naval Actions from* FaSB. *On 12 in the initiative order, John's sorcerer may perform Naval Actions allowed to Captains from* FaSB, *but not normal actions from the* Pathfinder Core Rulebook.

③ Perform Actions

After all initiative is rolled and the weather gauge is assigned, the GM runs combat as normal, starting at the top and working her way down the list. Generally speaking, crew members and other unimportant NPCs do not get their own actions during a naval engagement — it would be an impossible nightmare to roll and follow initiative for the hundreds of potential crewmembers on all sides of an engagement. However, as previously noted, PCs, ship

officers, and important NPCs (as recorded on the Ship Record Sheet) do get both "regular" actions and ship-based or naval actions.

Those permitted to take regular actions during ship combat have the same actions — free, move, standard, etc. — as always. A wizard can still cast a *fireball* aimed at the sails of the enemy ship while the ranger can attempt to shoot the enemy Captain with his bow. This is true even if the wizard is the Navigator and the ranger is the Gunnery Sergeant.

In addition to their regular actions, "naval" actions are permitted at the appropriate position in the initiative order.

As a rule of thumb, a naval action is an order given by an officer that is then immediately carried out by the crewmen under her command. For example, the Navigator commands her crewmen to lower the main sail while extending the stays so as to enable the ship to better make a sharp turn; the gunnery sergeant barks out orders for all port-side cannon to "Fire as She Bears," which is immediately followed by the thunder of thirty 12-pound cannons firing on the enemy vessel.

Sometimes, an officer needs to take crewmen to a specific Location to perform some task. Spending 3 rounds moving across the decks of a ship is boring, and not a series of actions anybody is particularly interested in taking. To help keep the action flowing, officers (and crewmen accompanying them) can take special movement on their Naval Initiative, at the end of which they can perform a Naval Action.

Determine the officer's maximum running distance, keeping in mind that this can be affected by wearing medium or heavy armor, carrying a medium or heavy load, or possessing the Run feat. Divide this maximum running distance by 20 to determine the number of Locations an officer and her crew can move through during the officer's Naval Initiative. To accomplish this, the officer must make a DC 20 Profession (sailor) check.

Example: A fire starts in a Rigging Location that is three Locations away from Torag Hullsmasher's current location on the ship. Torag is a dwarf with a 20 foot movement rate, who can run 80 feet in one round. This allows Torag to move through 4 Locations during his Naval Action. It doesn't matter if these Locations are Hull or Rigging, nor do they need to be in a straight line (unlike normal for a run action). Torag has a total +10 modifier in Profession (sailor) and so he simply takes 10, giving him the necessary DC 20. He grabs 20 crewmen and moves to the flaming rigging. Upon

arriving, Torag and his crew perform the Extinguish Fires naval action, and 5 rounds later, the flames are out.

The following tasks can be initiated during a character's Naval Initiative in the round. The basic name of the task is followed by the officer who is typically in charge of the function, plus a brief description.

Standard Naval Actions

Extinguish Fires (Mate): The Fire Chief is a Mate specifically assigned to the task of extinguishing fires aboard the ship. Fires aboard ship are almost as dangerous as holes in a Hull Location, and this Mate's sole job is to lead crewmen into those Locations and extinguish the fires. Extinguishing a fire requires the Mate to attempt a DC 20 Reflex saving throw. If his saving throw is successful, the Mate and his crew extinguish the fire in 5 rounds. For every 5 points by which he beats the DC, he reduces the number of necessary rounds by 1, to a minimum of 2. Damage from the fire affects the Location each round the fire burns. For example, if the Mate rolls a 31 for his Reflex saving throw, the amount of time necessary to extinguish the fire in that Location is 3 rounds. Magic can greatly aid this task. Failure on the Reflex saving throw indicates that the Mate and his crew fail to make any progress; failure by more than 5 (including rolls of a natural 1) indicates that the Mate and his crew failed to extinguish the fire and also take 2d6 points of fire damage in the process.

Fire the Cannon (Mate): On the Mate's command, the crew assigned to a cannon can fire the weapon. The Mate decides upon the target (Hull Location, Rigging Location, or crew in a specific Location). For each cannon under his command, the Mate rolls an attack roll and adds his base attack modifier plus any appropriate modifiers (including range increment penalties and his Dexterity modifier). Any weapon-specific feats the Mate possesses that apply to cannons (such as Exotic Weapon Proficiency and Weapon Focus) as well as ranged attack-specific feats (such as Point-Blank Shot or Far Shot) are included in the attack, even though the Mate isn't directly firing the weapon. The number of cannons a Mate can command is limited by the number of crewmen he commands (max 20) and the number of crewmen needed to man the particular cannon (round down).

Example: A 9-pound cannon requires four crewmen to operate it. The Mate commands 20 crewmen and therefore may fire five 9-pound cannons. The same Mate commanding the same 20 crewmen can only fire two 32-pound cannons, as they require 7 crewmen each to operate.

Large Scale Hand-to-Hand Combat

With a boarding party of 20 marines attacking whatever crew is on the enemy ship, that's a lot of action, sure to bog down regular games. You can take some steps to prevent that from happening when you recognize that the only actions that truly matter are those performed by the PCs and important NPCs.

Don't roll initiative for everybody involved in the combat. Let the Mate or Captain roll, as well as a small handful of important NPCs from the boarding party. On the defender's side, pick one or two important NPCs to serve as the "dice rollers" for the repelling crew.

Each PC and important NPC in the combat takes actions normally — making a full attack, tumbling into a flanking position, casting spells, etc. As you resolve their actions, also describe one or two other things happening around them. Let their success or failure guide the relative success or failure of the background action. For example, if the attacking Captain draws his pistol and scores a critical hit on the defending Captain, describe the boarding marines as rushing forward, sabers drawn, hacking into the enemy sailors and staining the deck of the ship crimson. Cross off a few enemy sailors, mark damage on the enemy Captain, and move on to the next person in the initiative order. As the battle ebbs and flows between the important players, so too does the larger scale battle flow between the mooks and underlings.

If a PC in the boarding party has Cleave, Great Cleave, or Whirlwind Attack, this is a great opportunity to let them make use of the feat and grab a moment in the spotlight. Go ahead and surround the PC with enemy underlings, knowing full well that the PC is only going to mow them down.

Use the terrain! Ship-based combat is a wonderful environment. Describe the rolling pitch of the deck, have sailors and pirates swinging from rigging ropes, and so forth. Having the two Captains stand still trading blows is boring. Having the two Captains pursue and retreat around the poop deck — and even into the rigging — is exciting.

Regardless of this value, a Mate can only command cannons to which he has line of sight, and the crew of those cannons must also have line of sight back to the Mate. For example, if a ship has two gun decks in one Hull Location, it will need at least two different Mates to operate the cannons — one on each deck, plus an additional Mate if the number of crewmen needed for the cannons on either deck exceeds 20.

The **Equipping Your Ship** section details the various cannons available for your ship, including the reload times and number of crew required to properly operate them.

General Orders (Captain): The Captain is in charge, and so while Mates and the Navigator direct their crewmen, the Captain directs up to 20 Mates. It is the Captain who decides on the specific course to sail, the tactical moves, and when to ram the enemy. She places great trust in her officers, often giving them leeway in making follow-up decisions as needed. For example, a Captain is probably not going to micro-manage the Fire Chief as he extinguishes fires; she's going to trust him to make the best decisions to accomplish the task.

Grapple a Ship (Mate): Any ship within 50 feet of your ship can be grappled. Doing so requires the use of grappling hooks and ropes long enough to reach from your ship to the enemy ship. The Mate commands the crew and makes the necessary CMB checks against the target ship's CMD. A successful check secures the enemy ship, preventing it from tasks such as turning or fleeing without first breaking the grapple. To simplify the task, use the standard grapple rules and assume that all the ropes, hooks, and so forth are being used (and defended against) in the most proficient way possible. A grappled ship can be boarded by the attacking vessel.

Inspiration (Captain): As detailed under "Loyalty Score" above, a ship's Captain (or other officer in charge if the Captain is dead or otherwise incapacitated) can give a rousing speech to inspire the crew during combat. This special action occurs on the Captain's Naval Initiative.

Lead a Boarding Party (Mate or Captain): A grappled ship can be boarded. A Mate (or sometimes, the Captain directly) takes a band of 20 marines to the enemy ship, where they engage the enemy's crew in hand-to-hand combat. Allow the Mate in charge of the boarding party to make an appropriate check (Intimidate, inspire courage, Diplomacy, and so forth). The check should be determined by the Mate's personality and actions — the famed pirate Blackbeard was known to set his beard on fire, for example,

intimidating the enemy crew. A successful check during the Mate's Naval Initiative grants his crew a +1 morale bonus to attack and damage rolls, or inflicts a –1 morale penalty to enemy crew's attack and damage rolls, accordingly. This bonus lasts for a number of rounds equal to the Mate's character level. The Mate makes this special Naval Action at the start of the boarding action; if he fails his check he cannot try again during that combat.

Position Your Crew (Any): During the course of a battle, you need to move crewmen from one Location on a ship to another. Between rounds, the Captain can automatically shuffle crewmen about as needed. But if you need five sailors up in the rigging *right now*, it requires an officer to take control and make it happen. As discussed, during his Naval Initiative, any officer can order up to 20 crewmen to follow him to a specific destination on the ship; once they arrive, the officer can then command them to take any appropriate actions. For example, a Mate on the gun deck can order 5 marines to follow him to the ship's rigging, then order them to lower the main sail to aid the Navigator in accomplishing a task. Once these marines leave their starting location, they're no longer available to the gunnery sergeant in that location.

Reload a Cannon (Mate): Reloading a cannon often requires more than one round's worth of ship-based actions. The times given in the table in the "Equipping Your Ship" section assumes a full complement of crew available to perform the necessary tasks. For each missing crewman, extend the time by one round.

Repairs (Mate): The mate and his crew are tasked with making emergency repairs to the ship. The Mate makes a Knowledge (engineering) or appropriate Craft check (such as Craft [carpentry] or Craft [shipbuilding]), and the result determines how long it takes him and his crew to make the minimum repairs. A DC 15 allows the repairs to be made in 2 rounds, restoring 5d6 hp to the Location being repaired. For every 5 points by which he beats the DC, he and his crew repair an additional 1d6 points of damage, to a maximum total of 10d6 or half the Location's maximum, whichever is less. In order to make the check, the Mate and his crewmen require appropriate materials and tools. Hit points restored in this manner are temporary and only last for 24 hours before needing follow up work — work that can be done on a less stringent deadline.

It often makes sense for PCs with access to magic that allows water breathing as well as increased mobility underwater to take this naval action.

It Just Never Ends

Designer's Note: Picture it: there you are, standing in a thunderous jet of icy ocean water, the hold filling at your feet. Your ship starts to turn, slowly shifting under the weight of the mounting sea. You've a hammer in one hand, nails between your teeth, and the faithful crew are ripping up unneeded boards and tacking up sheets to staunch the breach.

That's a great time for GMs to jam a tentacle through the hull or send weresharks to ride that jet of ocean water inside the ship – and fill the hold with screams and blood.

I'm just sayin'.

Scuttle Ship (Captain): Scuttling the ship is a special task that is not undertaken lightly. When the decision is made, the Captain directly commands the crew to damage the ship in such a way as to cause the most significant damage. Typically, this task is as simple as going to the ship's hold and punching holes into the Hull Locations. A scuttled ship takes on 5,000 pounds of water per round, just as if the Below the Waterline Location was reduced to 0 hit points.

Ship's Movement (Navigator): Movement for the ship, including all Naval Tactics such as sharp turns or sudden stops, occurs on the Navigator's command. She commands, directly or indirectly, all crewmen responsible for the sails and navigation. Her battle commands include tasks such as raising or lowering sails to affect the ship's speed, turning the rudder, and similar functions (see **Naval Tactics**, above for further details).

Surrender (Captain): When defeat is imminent, the Captain can order surrender. When this order is given, the ship's flag is taken down (known as "striking colors" in naval parlance) and crewmen lay down arms. This action is an exception to the rule that only 20 crewmen can be directly commanded.

Take Unawares (Captain): During combat, a Captain tries to get the upper hand on the opposing Captain through the deft sailing of her ship.

To catch the opposing Captain unaware requires the two ships' Captains make opposed Profession (sailor) checks. The defending Captain gains a +10 circumstance bonus to this check, to simulate just how difficult it is to pull off this

maneuver. Success prepares the ship to execute a Special Attack (see **Special Attacks**, below, for more detail).

If, at the very beginning of an encounter, one Captain is somehow unaware of the enemy ship, the attacking Captain automatically succeeds on the Take Unawares check and no opposed roll is required.

Water Bailing (Mate): When a ship starts to take on water, a Mate and her crewmen are dispatched below deck to begin bailing. The worst case scenario requires several Mates and their associated crewmen forming a "bucket brigade" either up to a higher deck and over the side, or through a porthole. Magic is a welcome aid in this task, as is a pump. A well-trained crew forming a bucket brigade can bail 500 gallons a minute — hardly enough to make a difference, but maybe enough to buy the repair crew a bit of time.

Designer's Note: Creating Action from Nothing

In addition to the above, don't be afraid to develop your own tasks based upon the roles undertaken by your players. For example, if you have a player who took on the role of Head Cook, you might allow him to distribute energy drinks made from potent rum and bits of fruit and splashed with *potions of cure light wounds*, granting all who consume it a +1 to attacks, Fortitude saves, and Reflex saves for 1 minute. The resulting crash after the affect wears off, however, inflicts a –1 penalty to Will or Fortitude saves for 1 minute. Be creative; the tasks should be fun, and directly affect the raging and chaotic battle unfolding before them.

Special Attacks

The Captain always has the option of ordering specific Special Attacks during combat. Executing a Special Attack is a two-step process coordinated between a Captain and the Navigator. Once they have fulfilled the prerequisites of the Special attack, the various Mates and their crewmen spring into action.

To execute a Special Attack, a ship must fulfill two conditions: the Captain of the attacking ship must succeed in a Take Unawares naval action against the opposing Captain, after which the Navigator (on his Naval Initiative) must maneuver the ship into the position required by the Special Attack. These two conditions must be fulfilled in order, although a Navigator could delay his Naval Initiative to act after his Captain.

Below are special attacks, and how to resolve them:

Broadside: To make a broadside attack, you move your ship parallel to the enemy ship and within the first range increment of your weapons, and then fire all your side-mounted cannons at once. In addition to the damage dealt to Locations and crew, all enemy crewmembers in any Location that took damage must make a Fortitude saving throw against a DC of 10 plus the number of cannons fired. On a failed saving throw, the crewmember is stunned for 1 round — effectively, the number of available crewmen is reduced for one round. (Remember to only roll once and apply the resulting save to each classification of crew.)

Crossing the Boards: Similar to a ram (see below), crossing the boards allows one ship to effectively grapple another and allow a boarding party to cross. To perform a crossing the boards attack, the Navigator targets the enemy's bowsprit (or bow, if it doesn't have a bowsprit) with his own ship's bowsprit. The Navigator makes a combat maneuver check to grapple, using his base attack bonus and the ship's Strength modifier.

A Mate can assist the maneuver by ordering crewmen to use grappling hooks and standard ropes to secure the two ships together as they cross. For every 5 grappling hooks used by the Mate, the Navigator gains a +1 bonus on his CMB (up to a maximum of +4).

In addition, the larger ship (determined by the number of Hull Locations) gets a bonus to its CMB equal to half the difference of the number of Hull Locations. For example, if a ship with 20 Hull Locations attempts to grapple a ship with 15 Hull Locations, the larger ship gains a +2 size bonus to its CMB and CMD checks. If successful, both ships are temporarily disabled; they each drift, moving at one-quarter the slowest ship's speed. The ships remain grappled so long as their bows are crossed, and while crossing the boards remains effective, crewmembers from either ship can cross to the other. The grappled ship can attempt to break free on its Captain's Naval Initiative.

Crossing the T: Similar to a broadside attack, this attack instead occurs perpendicular to the enemy ship, and focuses fire on the prow or stern. Your side-mounted cannons each try to attack the Locations in either the front or rear of your enemy. Split the damage evenly among all the Locations hit (for example, if the enemy ship is 2 hull locations wide and 2 hull locations high, split the damage across all 4 locations). If the combined attacks inflict at least 500 points of total damage and this damage is at least half the maximum hit points of all the prow or stern Locations, the

attack decreases the maneuverability rating of your enemy's ship by one level, to a minimum of Clumsy.

If, instead, the damage inflicted is at least 75% of the maximum, your enemy's maneuverability drops to Clumsy regardless of what it was previously. Finally, if the damage you inflict destroys the Locations entirely, your enemy's ship is stalled; it cannot move nor turn.

If the combined damage of all your successful attacks was less than 500, apply the damage normally.

Fire as She Bears: You maneuver and get one Location on the enemy ship in line with your cannon. Each gun fires as it draws level, unleashing a veritable torrent of cannonballs upon that single Location. Add together all the damage dealt to that Location, and apply the Location's hardness only once. In effect, this Special Attack combines your cannon fire into one attack on one Location.

Ram Attack: Sometimes, the Captain decides the best course of action is to intentionally sail his ship into the enemy's ship. He may choose this action, for example, when the enemy has sustained heavy damage while his ship is relatively unscathed. In order to make a ram attack, your ship must move at least 8 squares in a straight line. Up to 6 of those squares of movement can occur in the previous round — essentially, the Captain can choose to make a ram attack over 2 rounds if he doesn't have enough movement available in one round.

The Captain targets a specific Hull Location on the enemy ship. His ship collides with this Location, inflicting 4d8 + the ship's Strength modifier to that Location, and half this amount of damage to all neighboring Locations. In addition, any Hull Locations at the front of the ramming Captain's ship also takes half the total damage, unless the ship was equipped with a ram. A ram attack ignores up to 10 points of hardness on the Hull Location it strikes. Damage suffered applies equally to the Hull Location and the Below the Waterline Location; that is, if the damage inflicted is 35 points, this amount of damage is applied to both the struck Hull Location as well as the Below the Waterline Location.

④ Apply Effects of Damage

Thundering cannons and slung spells take their toll on a ship, eventually laying it low. The effects of damage to your ship depend upon where the damage was inflicted.

Rigging Locations

When a Rigging Location reaches 0 hit points, it becomes destroyed and is ineffective. Remove that Rigging Location from all speed calculations. A ship without Rigging Locations floats adrift on the current unless it has another source of movement, such as oars or an engine. Further, a destroyed Rigging Location reduces your ship's Dexterity score, and all that entails (AC, CMD, maneuverability rating, etc.).

Hull Locations

Damage to Hull Locations is potentially far more dangerous to a ship and her crew than damage to Rigging Locations. When a Hull Location reaches 0 hit points, it is destroyed — effectively unusable. All unattended objects in that Location have their hit points reduced by half, giving them the "broken" condition and all that entails. A destroyed Hull Location is incapable of performing its designated tasks — it doesn't properly support cannons, a galley cannot prepare or serve food, and so on. A destroyed Hull Location reduces your ship's Strength score, potentially causing it to sink faster. Do not recalculate your ship's Dexterity score — a destroyed Hull Location does not make your ship more or less dexterous. Movement through a destroyed Hull Location counts as difficult terrain.

If the destroyed Hull Location was a part of your ship's "base" level, destroying it also causes a breach in your Below the Waterline Location. Immediately reduce the Below the Waterline Location's to half its hit points. If the Below the Waterline Location already had less than half its hit points, reduce it to 75% of its hit points. If your Below the Waterline Location already had less than 75% of its hit points then when the "base level" Hull Location is destroyed, reduce your Below the Waterline Location to 0 hit points. See "Below the Waterline Location" for more details.

Below the Waterline Location

While damage to a Hull Location is bad enough, damage to the Below the Waterline section is lethal to a ship. When the Below the Waterline Location suffers enough damage to reduce its hit points by half, it begins to leak. It begins to take on water at the rate of 1,000 pounds (about 125 gallons) per minute — or 100 pounds (about 12.5 gallons) per round. This slow leak is generally manageable by a crew bailing water. When the Below the Waterline Location has suffered 75% of its hit points in damage, the rate of intake for sea water is 5,000 pounds per minute — about 625 gallons a minute. Worst of all, when the Below the Waterline Location is reduced to 0 or fewer hit points, the Below the Waterline Location is completely breached, and water rushes in at a rate of 5,000 pounds per round, rather than per minute. See below for more details on sinking ships.

Attacking Underwater Targets from the Surface

The *Death Beneath the Waves* Indulgence by Wolfgang Baur contains an excellent discussion of underwater combat, including the effects of attacking an underwater target from the surface. Quickly summarizing those rules, though: normally an underwater target has complete cover to surface attacks such as cannons; this means that surface-based attacks cannot attack an underwater target.

If you'd like to allow the propulsive force of a cannon to give a chance, you can optionally rule that underwater targets have improved cover (+8 cover bonus to AC, +4 cover bonus to Reflex saves) against cannons fired from above the waterline. This optional rule will result in more damage to the Below the Waterline Location, which will have the effect of causing naval combats to resolve faster, with a more deadly result. If you don't want that style of play, you can disregard this optional rule and play it normally.

Sinking Ships

The weight of the water adds to the weight of all objects and personnel aboard the ship to determine its maximum load. The absolute maximum load a ship can bear is five times its light load value. If a ship ever reaches this maximum value — something that happens very quickly with a breached hull — she sinks. "Sinking" isn't a binary condition, however. That is, a ship is not "sunk" or "not sunk." Sinking happens in stages. See **Table 22: Sinking Stages** for the effects of each stage. Note that these effects only manifest when any of the weight borne by a ship is water; a ship under a heavy load, for example, does not ride low and have speed reduced. Once that same ship begins to take on water, however, all the consequences for the weight it carries apply.

TABLE 22: SINKING STAGES

STAGE	% OF MAX. WEIGHT	EFFECT ON SHIP
1	20%	Ship rides low, speed reduced by 1
2	40%	Ship rides very low; entire "base" Hull Location is below water, and half of second deck (if any) is at the waterline; speed reduced by 3
3	60%	Only the deck is above water; ship is unable to move
4	80%	Only the upper half of the ship's Rigging Locations are above water
5	100%	The ship goes to the bottom

Repairing Damage

Repairing a damaged Location requires appropriate materials (rope, wood, sails, nails, pitch, etc.). Quick repairs can be performed at sea, allowing a ship to hobble back to port. Quick repairs require a successful DC 20 Knowledge (engineering) or Craft (shipbuilder) check. If the check is successful, the Mate and his crew spend 1d3 days rebuilding the Location, restoring half its hit points. Further repairs cannot be made to that Location until the ship reaches a port with a shipbuilding yard. Failure indicates no progress was made during that time period. Repairs made in this manner are permanent, unlike temporary repairs made during combat.

⑤ Count Casualties

Inevitably, crewmembers will die in battle. Hopefully, the Surgeon and his team are skillful enough to patch up the majority of the injured, but in the short term your ship needs to move crewmen around to fill in where casualties occur. Typically, a ship has more crewmen than it needs — some crewmen are sleeping while others are working. During combat, though, it's all hands on deck. So, for the first few rounds, casualties likely have no major impact. Sometimes, though, battles are more a war of attrition than a war of dominance, and the ship that's best prepared to outlast the opponent wins the day.

Crewmen are a resource, and you track them like an archer tracks her arrows or a wizard tracks his spell slots. Throughout your ship, you are required to maintain a minimum number of crewmen to perform tasks such as operating sails, loading and firing cannons, fighting fires, and so on. As long as you have enough crewmen to fill all those roles, you don't have to worry about allocating crewmen. Once the number falls below the minimum, you must make choices about where to assign crewmen; for example, to the guns, the sails, or that repair detail heading below deck.

During combat, when crewmen move around the ship, change the number of crewmen present in each Location on your Ship Record Sheet. When crew are killed in a Location, note down the number alive and dead in that Location on your Ship Record Sheet.

At the end of each round, all ships total the number of crewmen left alive. Add in any crewmen recovered by your Surgeon and his team — those crewmen weren't really dead, just knocked around a bit.

You Want me to Track HP for How Many Crew?

Tracking hit points for a large number of NPCs is, quite frankly, a hassle. Instead treat crewmen as a binary switch: either dead or alive. **Table 20: Crew Types** in **Chapter 3: The Crew** includes basic statistics you can use to determine if your enemy's attacks hit your crewmen, and if it kills them.

For example, if you have 20 marines stationed on a gun deck and enemy cannon blast that deck for 11 hp of damage, don't bother tracking that your 20 marines only have 1 hp remaining. They're alive, and that's what matters. Assume they get some healing or replacements arrive and relieve them. If, next round, the same Location receives 22 damage from flaming cannonballs, then you can mark off all the marines in that Location as casualties — and you'll need replacements, or you won't be able to fire the cannons!

Move Crew

If the number of crew left alive are more than the minimum required for your ship to function, continue the combat if you so desire. If the total is less than the minimum on any ship, the Captain of that ship decides from which areas to take crewmen, how many, and where they go. This crewmen movement happens instantly, before the next round of combat begins. It is considered to have occurred throughout the course of the melee.

The Losses Keep Piling Up!

As mentioned in **Chapter 1**, each Location on your ship requires a bare minimum of three crewmen to operate properly. Most likely, before you hit the point where you would need to operate on that level of a skeleton crew, you'll suffer loses that affect other areas of your ship — not enough marines to man the guns, not enough sailors to enact the Navigator's commands, not enough firefighters to go below deck, and so forth. As the losses pile up, the officers — particularly the Captain — need to decide which tasks take priority. If there are only 8 crewmen available and both the Gunnery Sergeant and the Fire Mate need those sailors, the Captain needs to make the decision. Splitting the group in half probably doesn't help anybody; she needs to make the tough decision of which task is more important *right now*: loading and firing the cannons, or extinguishing a fire below deck. If she thinks one more volley from her broadsides will lay her enemy low, maybe she opts to let

the fire burn and sends the crewmen to the gun deck. If she needs more time, though, perhaps she sends the crewmen below deck to fight the fires. Nobody said the Captain's job was all sunshine and rainbows; bearing the burden of command isn't an easy task.

Chapter 5: New PC Options

TABLE 23: SKILLS

SKILL	DC	RESULT
Disable Device	25	Disable steering
Disable Device	25	Disable Rigging Location
Disguise	Opponent's Perception	Disguise ship as different type of vessel
Knowledge (engineering)	10 + no. of locations	Determine enemy ship equipment locations
Knowledge (geography), Knowledge (nature), or Survival	20	Determine depth of reefs and underwater hazards
Profession (sailor)	20	Raise / lower sails in 1 turn
Profession (sailor)	23	Free beached ship

Disable Device: As a full round action that provokes an attack of opportunity, a successful DC 25 Disable Device check disables a ship's steering, causing it to run straight or at 45° turn (player's choice).

As a full-round action that provokes an attack of opportunity, a successful DC 25 Disable Device check can disable one of the ship's sails until it can be repaired. Treat a disabled sail as destroyed (0 hit points).

Repairs for either condition can be made at sea by a Mate executing the Repair action; unlike standard repairs, a successfully executed repair action in this instance restores complete functionality rather than a temporary solution, and does not require further work later.

Disguise: A PC can attempt to disguise a ship as a different kind of vessel of roughly the same size (for example, a small frigate can be disguised as a merchant ship or a whaling vessel). The process of disguising a ship takes 10 crewmen one hour per Location. This check is opposed by the other ship's Perception check.

TABLE 24: DISGUISE CHECK MODIFIERS

DISGUISE	MODIFIER
Minor details only	*+5*
More or less rigging	*–2 per Rigging Location*
Different size	*–2 per Hull Location*
Different hull Type	*–4*

Size and Weather Condition Modifiers

The size of objects still affects the Perception DC to spot them. However, since all ships in *Fire as She Bears* are Colossal, every single ship would have a flat −16 size penalty. Instead, use the following modifiers, based on the total number of Locations within the ship.

TABLE 25: PERCEPTION CHECK BONUSES TO SPOT SHIPS

NUMBER OF LOCATIONS	BONUS
1–3	+1
4–5	+2
6–8	+3
9–10	+4
11–13	+5
14–15	+6
16–18	+7
19+	+8

Weather also affects the Perception DC. The listed DC assumes favorable conditions — clear skies, daylight, etc. For ease of play, you can apply the standard modifiers defined in the Pathfinder Roleplaying Game for favorable conditions (−2), unfavorable conditions (+2), or terrible conditions (+5). Alternately, you can use the following table. Conditions in this table stack. For example, if the Mate on watch is trying to spot an enemy ship that's running dark at night in a light rain, the DC is modified by +30.

TABLE 26: WEATHER CONDITIONS AND PERCEPTION DC MODIFIERS

NAME	MODIFIER
Nighttime, ship is running "dark"	+20
Nighttime, ship has standard lighting	+10
Light fog or light rain	+10
Moderate fog or heavy rain	+20
Heavy fog	+40
Rough seas	+5

Knowledge (engineering): A successful Knowledge (engineering) check (DC equal to 10 + number of enemy ship Locations) allows the character to determine the Location of critical areas within an enemy ship (powder magazine, engine, weapons, etc.).

Knowledge (geography): A successful Knowledge (geography) check (DC 20) allows the character to estimate the depth of reefs and other underwater hazards. This check is modified by the Wind Force penalty as appropriate.

Knowledge (nature): A successful DC 20 Knowledge (nature) check allows the character to estimate the depth of reefs and other underwater hazards. This check is modified by the Wind Force penalty as appropriate.

Perception: The Mate on watch duty (or those assigned the task by the Mate) makes the Perception check to become aware of an enemy ship. At sea, the DC to spot another ship is 10 + 1 for every 500 feet distance (rather than the standard 10 feet). See the tables for size and weather condition modifiers.

Stealth: The Captain makes the ship's Stealth check to avoid being spotted using his modifier. This check suffers a −16 penalty.

Survival: A successful DC 20 Survival check allows the character to estimate the depth of reefs and other underwater hazards. This check is modified by the Wind Force penalty as appropriate.

Feats

Survival on the high seas amidst the salty spray and lung-burning powder smoke requires special abilities. Below is a selection of feats that characters can take to improve their abilities when fighting in deadly shipboard combat or when leading their intrepid crew to victory.

Bellow

Your instructions can be heard from farther away, allowing you to command crew on the other side of a ship.

Prerequisites: Cha 13, Profession (sailor) 1 rank, Mate.

Benefit: As a Mate, you may command up to 40 crewmen.

Normal: Without this feat, a Mate may only command up to 20 crewmen.

Distance to the Horizon

Because of the curvature of the planet, the distance to the horizon is a function of how far from the ground the observer's eyes are. The higher off the ground, the further out one can see. Assuming an Earth-sized planet, the formula to calculate the distance to the horizon is:

Square Root (height above surface/0.5736) = distance

Where "height above surface" is in feet and "distance" is in miles.

For a 6' tall person, their eyes are roughly 5.5 feet off the ground, giving a distance of 3 miles. If the same person were standing on the deck of a ship that was 15' above the water's surface (making his eyes 20.5 feet above the surface), the distance would be about 6 miles. If, instead, the same person were in a crow's nest that was 50' above the water's surface, the distance to the horizon would be about 9.8 miles.

For those interested in the metric equivalent, the formula is:

Square Root (height above surface / 6.752) = distance

Where "height above surface" is in centimeters and "distance" is in kilometers.

Formula courtesy of *HowStuffWorks.com*

Eagle Eyes

Your skill for spotting objects at sea is almost supernatural.

Prerequisites: Legendary Watchman, Skill Focus (Perception), Perception 5 ranks.

Benefit: When using the Perception skill at sea, the DC to spot an object increases by +1 for every 1,000 feet the object is from you.

Normal: The DC increases by +1 for every 500 feet.

Harsh Taskmaster

Your intensive training regimen has whipped your crew into a well-oiled team.

Prerequisites: Cha 13, Profession (sailor) 1 rank, Mate.

Benefit: Reduce the number of crew required for tasks other than firing cannon — such as bailing water, extinguishing fires, grappling, or managing sails — by one-quarter if you are their Mate.

Improved Naval Gunnery (Combat)

You make ranged attacks from the rolling deck of a ship as easily as others on dry land.

Prerequisites: Profession (sailor) 5 ranks, Naval Gunnery.

Benefit: When making a ranged attack aboard a ship, you do not suffer any penalties from the pitching of the deck.

Normal: You suffer a –4 penalty normally, or a –2 penalty with only the Naval Gunnery feat.

Special: A Mate can pass this feat on to his crewmen if they are trained. See **Chapter 3, Officer Roles** for more details on the Mate.

Inspirational Speech

Your stirring words before battle inspire your crew into feats of amazing bravery.

Prerequisites: Cha 15, Captain, inspire courage class ability.

Benefit: Your inspire courage ability gained from class levels stacks with the same ability generated from a high Loyalty check.

Normal: Inspire courage does not stack.

Legendary Cognomen

You have developed a famous descriptive moniker that strikes fear into your enemies and elicits great pride from your crew.

Prerequisites: Cha 15, Captain.

Benefit: You gain a +4 bonus to your Loyalty checks and a +2 bonus to Intimidate checks.

Legendary Watchman

Your prowess at locating objects over great distances is well-known.

Prerequisites: Skill Focus (Perception).

Benefit: When attempting to see objects more than one mile away, you gain a +5 bonus to your Perception checks.

Naval Gunnery (Combat)

You understand the roll and pitch of a ship at sea and adjust your ranged attacks accordingly.

Prerequisites: Profession (sailor) 1 rank.

Benefit: The penalty you take when using a ranged weapon while on board a ship is halved: –2 instead of –4 if your ship is moving.

Special: A Mate can pass this feat on to his crewmen if they are trained. See **Chapter 3, Officer Roles** for more details on the Mate.

Storm-Tossed Gunnery (Combat)

Even the worst hurricane cannot prevent you from smashing your enemies with deadly cannon fire.

Prerequisites: Profession (sailor) 3 ranks, Naval Gunnery.

Benefit: The penalty you take when using a ranged weapon during inclement weather is halved (See "Wind Conditions" in **Chapter 1**).

Special: A Mate can share this ability with his gun crew if they are trained. See **Chapter 3, Officer Roles** for more details on the Mate.

Spells

The cannon is not the only weapon on board a battleship, with ship's mages providing a veritable arsenal of their own. Below is a selection of old and new spells specifically designed for naval combat.

New Effects for Old Spells

The following spells have effects that can be applied during ship-to-ship combat. Several of these options may be obvious to some readers, but all are worth pointing out.

Animate Dead

Skeletons and zombies created with *animate dead* can be used as crewmen. The controlling necromancer counts as the undead's Mate. Non-intelligent undead do not mutiny if their Mate does not. Unless magical modifications or special circumstances dictate otherwise, undead function as landsmen.

Animate Objects

This spell can allow the ship or components of it to complete tasks including firing cannon, bailing water, extinguishing fires, or managing sails. Each Medium-sized animated object created counts as a crewman for these tasks.

Animate Rope

Two castings of this spell can be used to raise or lower a ship's sails in 5 rounds without the use of crew.

Chill / Heat Metal

This spell will make a cannon expand or contract slightly, making it useless in battle for the duration of the spell.

Continual Flame

This spell is used for lighting within the powder magazines of ships to remove the need for candles or torches, thus removing the risk of accidental explosions.

Control Weather

This spell enables complete control of wind direction and force, and the spellcaster is able to adjust it every round on his ship-based initiative. If two spellcasters have *control weather* active simultaneously, then resolve conflicts with an opposed caster level check.

Control Winds

This spell enables complete control of wind direction and force for one ship, and ignores prevailing conditions. If two spellcasters have *control winds* active and are competing for control in the same area, they make opposed caster level checks to determine who prevails. *Control weather* trumps *control winds* if both are active in the same area.

Create Food and Water

The bland nature of the food created by this spell does not encourage your crew over an extended period. If you are using this spell exclusively to provide food for your crew, your ship suffers a –1 penalty to Loyalty checks (but see *prestidigitation* below).

Dimension Door

This spell is useful for beginning small-scale boarding actions on an enemy ship, allowing your boarders to gain access below-decks to sabotage critical locations such as the powder magazine or steerage.

Disintegrate

Ship locations are considered unattended objects for the purposes of this spell and therefore always take full damage.

Fabricate

This spell can repair locations at the rate of 40 hit points per caster level. A successful DC 20 Craft (shipbuilding) check is required for each 40 points of repairs.

Gust of Wind

This spell can fill 1 Rigging Location with a Moderate force wind in the direction of caster's choosing for 1 minute.

Message

Any crew in contact with their Mate via this spell can be directed from non-adjacent locations.

Quench

This spell completely extinguishes flames in 1 Location per caster level.

Prestidigitation

When used in conjunction with *create food and water*, this spell allows the caster to flavor the gruel created as she desires. If *prestidigitation* is used every time, it removes the –1 Loyalty penalty.

Summon Swarm

This spell can also be used to summon a swarm of woodworms or termites. Treat these vermin as a spider swarm that has no poison and deals 2d6 damage to wooden targets (including hull and Rigging Locations) per round, ignoring hardness. These insects may not attack the Below Waterline Location.

Transmute Metal to Wood

Cannons and other gunpowder weapons transmuted into wood will not fire.

Warp Wood

To warp a Location requires the equivalent of warping 32 Small objects. Once warped, a Location is considered destroyed (if a Rigging Location) or breached (if a Hull Location) and in both cases is brought to 0 hit points. Warping the Below Waterline Location deals 1d6 points of damage per caster level.

Whispering Wind

Captains in a fleet often use this spell for direct ship-to-ship communications.

New Spells

The following new spells are available to any character, but are especially useful to characters and NPCs on the high seas.

Cleric Spells

THIRD-LEVEL CLERIC SPELLS

Ghostly Crew: Creates apparitions that fill in for crew.

FOURTH-LEVEL CLERIC SPELLS

Hell's Oarsmen: Create an oar bank that rows itself.

Druid Spells

THIRD-LEVEL DRUID SPELLS

Rot Timbers: Wood in one Location becomes rotted.

Transmute Powder to Sand: Transform gunpowder into inert sand.

Sorcerer/Wizard Spells

THIRD-LEVEL SORCERER/WIZARD SPELLS

Ghostly Crew: Creates apparitions that fill in for crew.

FOURTH-LEVEL SORCERER/WIZARD SPELLS

Hell's Oarsmen: Create an oar bank that rows itself.

Rot Timbers: Wood in one Location becomes rotted.

Summon Iceberg/Reef: Conjure a massive block of ice, coral, or rock.

Transmute Powder to Sand: Transform gunpowder into inert sand.

Fifth-Level Sorcerer/Wizard Spells

Immediate Anchor: Cause a ship to stop, potentially damaging the ship and knocking all aboard prone.

Sixth-Level Sorcerer/Wizard Spells

Glass Sea: Turn sea water to sand.

Seventh-Level Sorcerer/Wizard Spells

Protection From Artillery: Grants damage reduction against siege weapons.

Submersion: Your ship submerges, traveling underwater.

Summoner Spells

Fourth-Level Summoner Spells

Summon Iceberg/Reef: Conjure a massive block of ice, coral, or rock.

Fifth-Level Summoner Spells

Immediate Anchor: Cause a ship to stop, potentially damaging the ship and knocking all aboard prone.

GHOSTLY CREW

School necromancy; **Level** cleric 3, sorcerer/wizard 3

Casting Time 1 round

Components V, S, M

Range close (25 ft. + 5ft./2 levels)

Effect creates ghostly crew

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

You call forth the spirits of dead sailors to man your ship. Treat your ship as having an additional 5 crewmen per caster level under your command. The ghostly crewmen may not make attacks other than with cannon, and fade away if hit (AC 10). The spectral crewmen may complete tasks other than firing cannon, such as bailing water, extinguishing fires, or managing sails. Summoned spirits are capable only of nautical activities, fading away if interrogated or taken on land.

GLASS SEA

School transmutation; **Level** sorcerer/wizard 6

Casting Time 1 full round

Components V, S, M (fistful of blue sand)

Range Long (400 ft. + 40 ft./level)

Effect Changes water to glass in a 150 foot radius

Duration 1 minute / level

Saving Throw Reflex negates; **Spell Resistance** no

You hurl a fistful of sand towards your target and transform the waters into floating, shimmering blue-green glass. All water in a 150-foot radius sphere from the target point is temporarily transformed into glass. A ship or creature caught in the area is immobilized, unable to move if it fails its Reflex saving throw. Aquatic creatures are still able to breathe while immobilized. A trapped ship or creature may attempt to escape from the glass every turn by making a DC 40 Strength check. Each unsuccessful Strength check deals 30 points of damage to the Below Waterline Location of a ship.

HELL'S OARSMEN

School evocation; **Level** cleric 5, sorcerer/wizard 4

Casting Time 1 minute

Components V, S, M (bloodied splinter)

Range touch

Target your ship

Duration 10 min./level

Saving Throw none; **Spell Resistance** no

Your ship sprouts banks of ghostly grey oars, which propel it forward. The ship gains one bank of oars for every three caster levels, adding +1 to your ship's Speed for each bank. These oars row themselves without crew, but are damaged as normal if the Hull Location they are attached to takes damage. *Hell's oarsmen* add to your ship's Speed even if you have sails or an engine, unlike normal oars.

IMMEDIATE ANCHOR

School conjuration (creation); **Level** sorcerer/wizard 5, summoner 4

Casting Time 1 round

Components V, S, M (length of iron chain)

Range long (400 ft. + 40 ft./level)

Effect creates one anchor

Duration permanent

Saving Throw none; **Spell Resistance** yes

You bring into existence a massive 100 ton anchor and supernaturally attach it to a ship. This ship immediately halts and, if it was moving, a DC 20 Acrobatics check is required to avoid everyone onboard being thrown prone. A moving ship takes 10d10 points of damage to the Location to which the anchor is attached. The chain itself has hardness 8, AC 5 and 100 hit points.

PROTECTION FROM ARTILLERY

School abjuration; **Level** sorcerer/wizard 7

Casting Time 1 minute

Components V, S, M (a brick)

Range touch

Target a ship Location

Duration 1 min./level (see below)

Saving Throw Fortitude negates (harmless); **Spell Resistance** no

The target is encased in a faintly glowing sphere of floating runes. The sphere protects one ship Location from attacks by siege weapons, including cannon, catapults, ballistae, or rocks thrown by giants. Against these attacks, the target receives DR 10/—. The spell can absorb up to 100 points of damage per caster level before being discharged. The spell has no effect upon normal missile weapons, melee attacks, or spells.

ROT TIMBERS

School transmutation; **Level** druid 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (drop of water and a rusty nail)

Range long (400 ft. + 40 ft./level)

Effect rots wood in a 20-foot cube

Duration 10 min./level

Saving Throw Fortitude negates (object); **Spell Resistance** yes

A grey miasma surrounds a target ship of your choice, rotting timber and crumbling woodwork. If the ship fails its saving throw, any wood in a 20-foot cube (one Location) has its hardness reduced to 0 and its maximum hit points halved. At the end of the duration, if the area has not been destroyed, it regains its former hardness and maximum hit points.

SUBMERSION

School evocation; **Level** sorcerer/wizard 7

Casting Time 1 minute

Components V, S, M

Range touch

Target a ship

Duration 1 min./level (D)

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes

You cause your ship to sink beneath the waves, surrounded by a bubble of breathable air. You may submerge a ship with up to one Location per two caster levels. The vessel sinks to a depth of 100 feet below the surface, but can be sailed as normal (although there is no prevailing wind) provided it has oar or engine power available. The crew is able to breathe as normal. At the end of the duration, the ship bursts back to the surface unharmed. This spell is usually used to create an ambush, or to escape an imminent boarding action or collision.

SUMMON ICEBERG / SUMMON REEF

School conjuration (creation); **Level** sorcerer/wizard 4, summoner 4

Casting Time 1 minute

Components V, S, M (a silver cube worth 50 gp)

Range long (400 ft. + 40 ft./level)

Effect creates one 50 ft. cube iceberg, reef or other nautical hazard

Duration permanent

Saving Throw none; **Spell Resistance** no

You summon forth a massive block of ice, rock or coral into the ocean. The conjured material can be placed anywhere within range and provides an obstacle to ships or an impromptu life-raft.

TRANSMUTE POWDER TO SAND

School transmutation; **Level** druid 3, sorcerer/wizard 4

Casting Time 1 minute

Components V, S, F (fine golden sieve worth 100 gp)

Range long (400 ft. + 40 ft./level)

Effect transforms 10 lbs. / level of gunpowder into inert sand

Duration instantaneous

Saving Throw Fortitude negates (see below); **Spell Resistance** yes

A burst of iridescent green energy explodes from the point you designate and transforms 10 lbs. of gunpowder per caster level within the area into harmless inert yellow beach sand. The energy covers a 20 foot cube and transforms the gunpowder closest to the center of the cube first. Unattended gunpowder does not receive a saving throw.

CHAPTER 6: MAGIC ITEMS

Magic items provide aid to a ship and her Captain as surely as they provide aid to a PC or monster. Below are several new items; presented first are ship-based items, followed by items useable by a PC.

Ship-Based Magic Items

Much like a PC warrior relies on a magical battleaxe to fell his enemies and magical armor to protect himself, so too do ships use magic items to improve their basic abilities.

Armor

Much like armor for a PC, the armor that covers a ship can be enchanted to increase the protection it provides, or to add special abilities. Each Location is upgraded independently of the others; adding an enhancement bonus to one Hull Location does not require you to add it to any of the others. Prices and costs listed in the Pathfinder Roleplaying Game apply normally to armor attached to a ship. A ship's armor follows all the standard rules for enhancing armor with magic (must be masterwork, maximum enhancement bonus of +5, and so on).

Weapons

Similar to armor, any ship-based weapon can be enchanted with an enhancement bonus or a special property. For example, you can opt to have one of the cannons aboard your gun deck enchanted to have a *+1* enhancement bonus and *flaming* property. All the standard rules apply — the weapon must be of masterwork quality, maximum enhancement bonus of +5, and so on.

In addition, the following specific magic weapons are available for your use on the high seas.

TABLE 27: SPECIFIC MAGIC WEAPONS

SPECIFIC WEAPON	MARKET PRICE
Cannonball, Null	1,506 gp
Cannonball, Krakenshot	1,526 gp
Cannon of Flaming Doom	23,800 gp

CANNON OF FLAMING DOOM

Aura faint evocation; **CL** 5th

Slot none; **Price** 23,800 gp; **Weight** 2,500 lbs.

DESCRIPTION

Three times per day, this *+1 9-pound cannon* can blast a *fireball* at any target Location within 800 feet. The *fireball* inflicts 5d6 points of fire damage on all objects and creatures in a 20-foot radius. Firing the *fireball* does not require any loading action or powder and can be performed by the Mate as a standard action on his ship-based initiative.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *fireball*; **Cost** 11,900 gp

NULL CANNONBALL

Aura strong abjuration; **CL** 13th

Slot none; **Price** 2,000 gp; **Weight** 3 lbs.

DESCRIPTION

This cannonball is of a cloudy gray color that shifts and swirls on upon closer observation. The *null cannonball* releases an area dispel upon the point of impact in a 40-foot radius, as though the target was affected by a *greater dispel magic* spell.

CONSTRUCTION

Requirements Craft Magical Arms and Armor, Widen Spell, *greater dispel magic*; **Cost** 1,000 gp

KRAKENSHOT CANNONBALL

Aura faint conjuration; **CL** 7th

Slot none; **Price** 2,000 gp; **Weight** 3 lbs.

DESCRIPTION

This dark cannonball is engraved with images of octopi, squid, and other cephalopods. When fired from a cannon, the ball grows into a writhing mass of black tentacles. If the cannonball successfully strikes a Hull or Rigging Location, the tentacles latch on and attempt to grapple all within 15 feet of the point of impact. The cannonball produces 1d4+4 tentacles, and each grapples independently. Treat each tentacle as a Large creature with an AC of 13, 20 hit points, a CMB of +12 and a CMD of 22. Any foe successfully grappled by the tentacles suffers 1d6+4 points of damage and gains the grappled condition.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *black tentacles*; **Cost** 1,000 gp

Hull Locations

Chapter 2: Equipping Your Ship contained several alternate materials from which you could build your Hull Locations. Each of those, while special, was mundane in nature. Presented here are several magical options from which you can choose. Each of the items below is mutually exclusive of the others, with the exception of the *levitating* property. That is, you cannot build your ship's Hull Locations from both bone and coral, though it can be built from bone and have the *levitating* property. In order to gain the listed benefits, all your Hull Locations must be made from the special material.

TABLE 28: MAGICAL HULL MATERIALS

MATERIAL	COST PER LOCATION[1]
Coral	+1,500 gp
Flaming	+5,000 gp
Living Wood	+6,000 gp
Glass	+7,500 gp
Levitating	+9,000 gp
Bone	+10,000 gp

[1] The listed price is in addition to the standard cost of the Hull Location

BONE HULL LOCATION

Aura faint evocation [evil]; **CL** 4th

Slot none; **Price** 10,000 gp; **Weight** —

DESCRIPTION

The bones of thousands of dead creatures make up your Hull Locations. Hull Locations made from bone have hardness 2 and 100 hit points per Location. The magic used to fuse the bones together prevents water leaking in unless the ship becomes damaged. The entire ship functions as though under the effects of a *desecrate* spell — the DC to resist negative channeled energy gains a +3 profane bonus, and every undead creature entering the area gains a +1 profane bonus on all attack rolls, damage rolls, and saving throws. An undead creature created within or summoned into the area gains +1 hit point per Hit Die. This effect extends to 20 feet beyond the sides of the ship in all directions.

CONSTRUCTION

Requirements Craft Wondrous Item, *desecrate*; **Cost** 5,000 gp

CORAL HULL LOCATION

Aura moderate transmutation; **CL** 11th

Slot none; **Price** 1,500 gp; **Weight** —

DESCRIPTION

A coral-hulled ship is a living thing that gradually re-grows any damage to its hull at the rate of 10 hit points per day as long as it is in seawater. Spells of the healing subschool affect a coral ship as if it were a creature. A coral ship is affected by any spell that targets plants, such as *plant growth* or *speak with plants*. A coral Hull Location has hardness 3 and 110 hit points.

CONSTRUCTION

Requirements Craft Wondrous Item, *plant shape I*; **Cost** 750 gp

FLAMING HULL LOCATION

Aura faint evocation; **CL** 3rd

Slot none; **Price** 5,000 gp; **Weight** —

DESCRIPTION

Flames engulf the Hull Locations of the ship with this property. All creatures and objects aboard the ship are immune to the flames. If the *flaming hull* ship ever grapples another ship, or uses the ram or crossing the boards special attack action, the targeted ship takes 5d6 fire damage per round. In addition, all creatures on the targeted ship within 10 feet of the *flaming hull* ship also take the damage, though they may attempt a Reflex saving throw (DC 11) for half damage.

CONSTRUCTION

Requirements Craft Wondrous Item, *burning hands, endure elements*; **Cost** 2,500 gp

GLASS HULL LOCATION

Aura moderate transmutation; **CL** 11th

Slot none (Location); **Price** 7,500 gp; **Weight** +25%

DESCRIPTION

This magically hardened glass provides several benefits to ships made from it. First, a ship made from glass is harder to spot while at sea, granting the ship a +20 circumstance bonus to Stealth checks. Second, as there is no significant amount of wood, the ship is immune to fire damage. Lastly, the crewmembers have clear vision to what lies below the ship, granting a +10 circumstance bonus to the Navigator's Knowledge (nature) or Survival check to avoid underwater hazards such as sunken ships and sandbars. A *glass Hull Location* has hardness 2 and 100 hit points.

CONSTRUCTION

Requirements Craft Wondrous Item, *Glass Sea*; **Cost** 3,750 gp

LEVITATING HULL LOCATION

Aura faint transmutation; **CL** 5th

Slot none; **Price** 9,000 gp; **Weight** —

DESCRIPTION

The ship floats 2 feet above the surface of the water, unburdened by the drag caused by the sea. Its maneuverability rating increases by one step. Further, the ship cannot run aground on objects below the surface. Once any of the ship's Hull Locations are breached, the ship descends into the water and begins to sink as normal. When the damaged Hull Locations are repaired, the ship once again rises above the waves.

CONSTRUCTION

Requirements Craft Wondrous Item, *levitate*; **Cost** 4,500 gp

LIVING WOOD HULL LOCATION

Aura faint transmutation; **CL** 5th

Slot none; **Price** 6,000 gp; **Weight** —

DESCRIPTION

A ship with Hull Locations made from *living wood* heals itself at an astounding rate. As long as the Hull Location is not destroyed, it benefits from fast healing 3. For spells that target plants (such as *plant growth*), treat the Hull as a creature of the plant type rather than an object. A *living wood* Hull Location has the normal hardness and hit points (hardness 5, 150 hit points).

CONSTRUCTION

Requirements Craft Wondrous Item, *plant growth*; **Cost** 3,000 gp

Special Locations

The following are magical Hull Locations you can use while building your ship. For simplicity, the prices listed are the same whether you're building a new ship or outfitting an existing ship with new abilities. Note, however, that adding one of these to an existing ship does not add a new Hull Location; it simply converts one of the already existing Hull Locations into this Special Location.

TABLE 29: SPECIFIC HULL LOCATIONS

LOCATION	MARKET PRICE
Explosionless powder magazine	10,000 gp
Saltless cistern	20,000 gp
Galley of the hungry sailor	50,000 gp
Wizard's brig	75,000 gp

EXPLOSIONLESS POWDER MAGAZINE

Aura moderate conjuration; **CL** 12th

Slot none (Location); **Price** 10,000 gp; **Weight** 50 lbs.

DESCRIPTION

This Hull Location has an in-built portal to a small extraplanar space folded in on itself, similar to a *portable hole*, used for holding the ship's supply of gunpowder safely away from the enemy's guns. Inside, an *explosionless powder magazine* is a 15-foot cube and its contents contribute no weight towards a ship. If the Hull Location in which the *explosionless powder magazine* lies is breached, it does not explode; however, whatever was inside at the time is lost on the Astral Plane.

CONSTRUCTION

Requirements Craft Wondrous Item, *plane shift*; **Cost** 5,000 gp

GALLEY OF THE HUNGRY SAILOR

Aura moderate conjuration; **CL** 11th

Slot none (Location); **Price** 50,000 gp; **Weight** 1,000 lbs.

DESCRIPTION

This special galley eliminates the need for cooking fires and allows the crew to eat fresh, if somewhat bland, meals rather than dried rations. The *galley of the hungry sailor* produces food capable of feeding up to 100 people 3 nutritious meals per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *create food and water, prestidigitation*; **Cost** 25,000 gp

SALTLESS CISTERN

Aura faint transmutation; **CL** 3rd

Slot none (Location); **Price** 20,000 gp; **Weight** 2,500 lbs.

DESCRIPTION

This magical cistern functions similarly to the standard cistern; however, it can also be filled with salt water. The cistern magically desalinates the salt water, making it potable.

CONSTRUCTION

Requirements Craft Wondrous Item, *purify food and drink*; **Cost** 10,000 gp

WIZARD'S BRIG

Aura strong abjuration; **CL** 13th

Slot none (Location); **Price** 75,000 gp; **Weight** 1,500 lbs.

DESCRIPTION

This magical brig prevents the use of any magic, whether spell or item. Items or spells that normally bypass or otherwise have special interactions with an *antimagic field* have the same interactions with a *wizard's brig*.

CONSTRUCTION

Requirements Craft Wondrous Item, *antimagic field*; **Cost** 37,500 gp

Rigging Locations

The following items alter Rigging Locations, providing your ship with new options.

TABLE 30: RIGGING LOCATIONS

ITEM	MARKET PRICE
Featherfall mast	5,000 gp
Golden sails +2	10,000 gp
Elvenkind sails	25,000 gp
Golden sails +4	40,000 gp
Phase spider silk sails	42,000 gp
Soul harnessing sails	72,000 gp
Golden sails +6	90,000 GP

FEATHERFALL MAST

Aura faint transmutation; **CL** 1st

Slot none; **Price** 5,000 gp; **Weight** — (part of existing Rigging Location)

DESCRIPTION

A Rigging Location enchanted with this protection prevents crewmembers from plummeting to their death. Any crewmember in the Rigging Location with this enchantment gains the benefits of the *feather fall* spell.

CONSTRUCTION

Requirements Craft Wondrous Item, *feather fall*; **Cost** 2,500 gp

ELVENKIND SAILS

Aura faint transmutation; **CL** 5th

Slot none; **Price** 25,000 gp; **Weight** 15 lbs.

DESCRIPTION

These sails are woven from fine elven silk and are enchanted to give a ship additional maneuverability. They increase a ship's maneuverability rating by one grade.

CONSTRUCTION

Requirements Craft Wondrous Item, *fly*; **Cost** 12,500 gp

GOLDEN SAILS

Aura moderate transmutation; **CL** 8th

Slot none; **Price** 10,000 gp (+2), 40,000 gp (+4), 90,000 gp (+6); **Weight** 30 lbs.

DESCRIPTION

These sails are constructed from incredibly thin gold leaf and are enchanted to give a ship incredible responsiveness at the helm. They add to the ship's Dexterity score in the form of an enhancement bonus of +2, +4, or +6.

CONSTRUCTION

Requirements Craft Wondrous Item, *cat's grace*; **Cost** 5,000 gp (+2), 20,000 gp (+4), 45,000 gp (+6)

PHASE SPIDER SILK SAILS

Aura strong conjuration; **CL** 15th

Slot none; **Price** 42,000 gp; **Weight** 1 lb.

DESCRIPTION

These sails are cunningly woven from the silk of a phase spider and grant a vessel the ability to become insubstantial for a time. The Captain of a ship may use this ability once per day to turn the ship and its crew ethereal (as the *ethereal jaunt* spell) for one minute. This ability can be triggered as an immediate action in response to another ship's actions, such as to avoid a burst of cannon fire, ramming, boarding, or a collision with an obstacle.

CONSTRUCTION

Requirements Craft Wondrous Item, *ethereal jaunt*; **Cost** 21,000 gp

SOUL HARNESSING SAILS

Aura strong necromancy; **CL** 17th

Slot none; **Price** 71,200 gp; **Weight** 45 lbs.

DESCRIPTION

These black sails trap the souls of the recently slain and use their endless struggles as a means of propulsion. The first creature that dies within 65 feet of the sail each day must make a Will saving throw (DC 23) or have its soul bound into the rigging, as the *soul bind* spell. Each Hit Die bound into the sail provides a +1 Speed bonus regardless of the ship's actual sailing direction. A *soul harnessing sail* can trap up to 10 Hit Dice of souls.

CONSTRUCTION

Requirements Craft Wondrous Item, *nondetection*; **Cost** 75,000

Wondrous Items

TABLE 31: WONDROUS ITEMS

ITEM	MARKET PRICE
Internal cambion engine	125,000 gp
Bowsprit of defense	150,000 gp
Bowsprit of nondetection	150,000 gp
Sailor's scrimshaw	175,000 gp

BOWSPRIT OF DEFENSE

Aura strong abjuration; **CL** 18th

Slot none; **Price** 150,000 gp; **Weight** 500 lbs.

DESCRIPTION

This elaborate bowsprit is typically carved into the shape of either a mermaid or an angel. When affixed to a ship, it provides the ship with SR 25 as well as a +5 deflection bonus to the armor class of all Locations.

These defenses apply only to the ship itself, not to her crew, passengers, or other creatures aboard the ship.

CONSTRUCTION

Requirements Craft Wondrous Item, *shield of faith, spell resistance*; **Cost** 75,000 gp

BOWSPRIT OF NONDETECTION

Aura strong abjuration; **CL** 20th

Slot none; **Price** 150,000 gp; **Weight** 500 lbs.

DESCRIPTION

This exquisitely carved bowsprit requires 4 days for a shipyard to properly attach to a ship. Once attached, the ship and all its occupants are more difficult to locate with divination spells such as *scrying* and *locate object*. Any caster attempting to use such a spell on the ship (or any of its occupants) must make a caster level check (1d20 + caster level) against a DC of 35 (as if the creator of the item had cast *nondetection* on himself).

This item is favored by pirates and smugglers who prefer to remain untraceable to law enforcement or adventuring parties who might otherwise seek to track them down.

CONSTRUCTION

Requirements Craft Wondrous Item, *nondetection*; **Cost** 75,000.

INTERNAL CAMBION ENGINE

Aura strong conjuration; **CL** 15th

Slot none; **Price** 125,000 gp; **Weight** 3,800 lbs.

DESCRIPTION

This steam engine is powered by the spirit of a Huge fire elemental. The engine grants a +10 bonus to Base Speed, has hardness 15, and 125 hit points. It has a break DC of 45 and a Disable Device DC of 40. If the engine is ever broken or reduced to 0 hit points, the trapped elemental is released and goes on a fiery rampage, attacking any creature it encounters.

CONSTRUCTION

Requirements Craft Wondrous Item, *greater planar binding, magic circle against evil*; **Cost** 62,500 gp

SAILOR'S SCRIMSHAW

Aura strong transmutation; **CL** 10th

Slot none; **Price** 175,000 gp; **Weight** 4 lbs.

DESCRIPTION

This finely crafted whalebone scrimshaw depicts images of sailors hard at work, running rigging lines, scraping barnacles, and other common but necessary tasks required for the efficient operation of a ship. When prominently displayed on a ship's mast and given 24 hours to attune to the ship, the *sailor's scrimshaw* grants a +5 circumstance bonus to all Profession (sailor) checks made aboard the ship.

In addition, once per day good fortune smiles upon the ship and her crew. The Captain can opt to reroll any single Profession (sailor) check made by herself or one of her officers. She must make this decision before she knows if the previous roll was successful or not, and she must keep the second roll even if it is worse than the original. Activating this power is an immediate action on the part of the Captain.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must have 5 ranks in Profession (sailor) and also must have access to the Luck domain; **Cost** 87,500 gp

Individual Magic Items

TABLE 32: NEW WEAPON

Knives of Flensing	26,604 gp

KNIVES OF FLENSING

Aura moderate necromancy; **CL** 9th

Slot none; **Price** 26,604 gp (per pair); **Weight** 2 pounds (per pair)

DESCRIPTION

Each of these fishing knives (treat as daggers) is a *+1 keen* weapon, and when wielded individually they function as such. If the pair is wielded together, they operate to flense the flesh from living targets. Any living target struck by both knives in the same round must attempt a DC 17 Fortitude save. If the target fails, it suffers 2 points of Constitution damage. If the target is the unlucky victim of both knives scoring a critical hit, the save DC increases to 27 and the Constitution damage is doubled. The knives can only flense a target and inflict Consitituion damage once per round, regardless of how many times the knives actually strike a target in a single round.

This ability damage can only be healed by a spell from the conjuration [healing] subschool of 5th level or higher.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *slay living*; **Cost** 13,302 gp (per pair)

TABLE 33: NEW WONDROUS ITEMS

ITEM	MARKET PRICE
Tulita talisman	800 gp
Wave sandals	5,000 gp
Sailor's earring	7,500 gp
Blatcher's rum	10,000 gp
Eyes of the fish	10,000 gp
Map of the explorer	10,000 gp
Navigator's sextant	12,000 gp
Hammock of restful sleep	14,000 gp
Watcher's spyglass	18,000 gp
Fetching monkey	50,000 gp
Whale harness	85,000 gp
Quell's life raft	100,000 gp
Captain's defenses	150,000 gp

BLATCHER'S RUM

Aura moderate transmutation; **CL** 5th

Slot none; **Price** 10,000 gp; **Weight** 8 lbs.

DESCRIPTION

Whether the renowned brewer Anthony Blatcher actually developed this potent rum or the substance is just named for him is lost to history. Whatever the case, the stuff is rumored to be strong enough to grow hair on your chest.

Blatcher's rum comes in 1 gallon jugs, and each jug contains 32 uses. Consuming one dose has several effects. Each dose lasts for one hour.

The imbiber suffers a –2 penalty to Dexterity and Intelligence.

He gains a +2 alchemical bonus to Strength.

He gains immunity to fear.

After one hour, the imbiber is sickened for 5 minutes. Multiple doses of *blatcher's rum* do not stack for benefits; however, if the same creature imbibes two or more doses within 1 hour, that creature is instead nauseated for 10 minutes.

The listed price is for a full jug.

CONSTRUCTION

Requirements Craft Wondrous Item, *bestow curse, bull's strength, remove fear*; **Cost** 5,000 gp

CAPTAIN'S DEFENSES

Aura strong abjuration; **CL** 15th

Slot none; **Price** 150,000 gp; **Weight** 5 lbs.

DESCRIPTION

If the Captain of a ship activates this item, creatures must first ask for — and receive — permission to come aboard. If a creature attempts to bypass this, it must attempt a DC 19 Will save; if it fails the save, it cannot board and suffers 4d8+15 points of negative energy damage. Once activated, *captain's defenses* last for 1 hour, after which time it must be reactivated.

The item takes on any number of forms — a carved tiki mask, a small statue of a whale, a painting of tropical fruit, and so forth. When first brought aboard a ship, the Captain must spend 1 hour with the item in hand. During this time, he can't undertake tasks any more complex than walking and speaking — he can't cast spells, attack with melee or ranged weapons, make use of any class abilities, and so on. After this time period, the item is attuned to the Captain and the ship and he (and only he) can activate it from anywhere aboard the ship thereafter as a standard action. If the item is removed from the ship, even for just a moment, the attunement process must be restarted.

CONSTRUCTION

Requirements Craft Wondrous Item, *inflict critical wounds, repulsion*; **Cost** 75,000 gp

EYES OF THE FISH

Aura moderate divination; **CL** 9th

Slot none; **Price** 10,000 gp; **Weight** —

DESCRIPTION

This mithral fishhook must be attached to a fish for the item to work. Once attached, when the fish is released back into the water, the user can see through the fish's eyes. As a standard action, the user can get the fish to change direction. The user has no other control over the fish — he can't control its speed or command the fish to attack, for example. The user has darkvision to a range of 120 feet while using the *eyes of the fish*. The connection between the *eyes of the fish* and the user lasts out to a range of 1 mile, and is severed after 1 hour. The hook remains embedded in the fish. Some users have been known to keep the hook attached to a fishing line so they can reel the fish back in after the duration has expired.

CONSTRUCTION

Requirements Craft Wondrous Item, *command, prying eyes*; **Cost** 5,000 gp

FETCHING MONKEY

Aura strong transmutation; **CL** 10th

Slot none; **Price** 50,000 gp; **Weight** 10 lbs.

DESCRIPTION

A *fetching monkey* is a Tiny construct (see sidebar) designed to fetch small objects, such as pieces of fruit from a tree. The *fetching monkey* has a small extradimensional space within its stomach capable of holding up to 25 pounds of objects, regardless of the monkey's actual carrying capacity. Objects stored cannot be more than 1 foot across — for example, the *fetching monkey* can store up to 25 pounds of bananas or coconuts, but could not store a 25 pound keg of gun powder. Sea captains often keep a *fetching monkey* on hand to retrieve small objects aboard ship and as a failsafe in case a shipwreck leaves them stranded on an island awaiting rescue.

CONSTRUCTION

Requirements Craft Construct, Craft Wondrous Item, *animate objects, tiny hut*; **Cost** 25,000 gp

HAMMOCK OF RESTFUL SLEEP

Aura faint enchantment; **CL** 3rd

Slot none; **Price** 14,000 gp; **Weight** 5 lbs.

DESCRIPTION

This extremely comfortable hammock is a must-have item on ships with diminished crew numbers. Those who sleep in the *hammock of restful sleep* gain all the benefits of full rest in only half the time. For example, a human who sleeps in the *hammock of restful sleep* gains the benefits of 8 hours of sleep in 4 hours — they heal damage at the rate of 1 hit point per level, the fatigued condition is removed, and so forth. The only exception is that arcane spell casters must still sleep for a full 8 hours prior to preparing spells or regaining spell slots.

CONSTRUCTION

Requirements Craft Wondrous Item, *sleep*; **Cost** 7,000 gp

FETCHING MONKEY CR 1

XP 400

N Tiny construct

Init +2; **Senses** darkvision 60 ft., low-light vision;
Perception −5

DEFENSE

AC 18, touch 14, flat-footed 16 (+2 Dex, +4 natural, +2
size)

hp 11 (2d10)

Fort +0; **Ref** +2; **Will** −5

Defensive Abilities hardness 2; **Immune** construct
traits, **Resist** cold 5, fire 5

OFFENSE

Speed 20 ft., brachiation 20 ft., climb 30 ft.

Melee slam +0 (1d2−4)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 2, **Dex** 15, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +2; **CMB** +2; **CMD** 8

Skills Climb +10

SQ extradimensional storage

SPECIAL ABILITIES

Extradimensional Storage (Su): A fetching monkey's
stomach is a small extradimensional storage space
used by the monkey to carry objects for its master.
The space holds up to 25 pounds of objects, often
fruit or nuts gathered from high treetops.

MAP OF THE EXPLORER

Aura moderate divination; **CL** 11th

Slot none; **Price** 10,000 gp; **Weight** 1 lb.

DESCRIPTION

These sheets of parchment are blank when first created.
When activated (a full-round action), the map fills itself
in as the owner moves along. The map fills in details
observable by the owner. For example, a reef that lies
20 feet below the water's surface appears on the map;
a chasm 3 miles below the water's surface does not.
The map functions for 1 day; it adjusts scale accordingly
throughout the mapping time, depending upon the
distance traveled. Through the use of a command word,
the owner can deactivate the mapping process any time
before the full duration.

Once the *map of the explorer* ceases mapping (whether
due to the duration expiring or the owner deactivating it),
it loses all magical properties. From that point forward, the
map is treated as a masterwork map that grants anybody
using it a +2 circumstance bonus to checks made to
navigate in that area.

CONSTRUCTION

Requirements Craft Wondrous Item, *find the path*;
Cost 5,000 gp

NAVIGATOR'S SEXTANT

Aura moderate divination; **CL** 9th

Slot none; **Price** 12,000 gp; **Weight** 500 lbs.

DESCRIPTION

The user of this object always knows the direction of true
north relative to his current location. In addition, she is
inherently aware of any natural features between her
present location and her desired destination that might
pose a hazard to her ship. For example, when sailing from
Port Shaw to the Isle of Maht, the Navigator knows of any
reefs or shallows that risk sinking or grounding her ship.
The *navigator's sextant* does not reveal sunken ships or
other artificial hazards. The *navigator's sextant* also does
not reveal the presence of dangerous animals or other
nefarious sea creatures.

CONSTRUCTION

Requirements Craft Wondrous Item, *commune with nature,
know direction*; **Cost** 6,000 gp

QUELL'S LIFE RAFT

Aura strong conjuration; **CL** 15th

Slot none; **Price** 100,000 gp; **Weight** 200 lbs.

DESCRIPTION

This item automatically activates when placed in
water. While the raft appears to be made from rotted
driftwood and is 10 feet to a side, it actually houses an
extradimensional location. The owner may designate who
can and cannot enter at the time the item is placed in
water. The interior contains sufficient space for 50 Small
or Medium creatures. Treat Large creatures as 4 Mediums;
Huge as 8 Mediums; 4 Tiny as one Medium; and 16
Diminutive as one Medium. Creatures larger than Huge do
not fit through the entry.

While inside, all creatures find the conditions comfortable.
Enough food of an appropriate type is available for up
to 1 week. This food is of excellent quality: special rums,
elven wine, dwarven stout, exotic fish, salads made with
the freshest produce, exquisite cheeses and crackers, and
so forth.

When the raft is first activated, the owner may send a
message to one creature he or she knows. If that creature

is within 15 miles, it knows the relative location of the raft for the next week, regardless of where it is — even if the prevailing currents take it more than 15 miles away.

After one week, the raft vanishes and expels all creatures within into the water.

CONSTRUCTION

Requirements Craft Wondrous Item, *mage's magnificent mansion, whispering wind*; **Cost** 50,000 gp

SAILOR'S EARRING

Aura moderate conjuration; **CL** 10th

Slot head; **Price** 7,500 gp; **Weight** —

DESCRIPTION

This gold hoop earring allows a sailor who falls overboard to summon a dolphin to protect him. The item only works if the wearer is in water deep enough to support a dolphin. If the wearer is conscious, he must spend a standard action to activate the item; if the wearer is unconscious, the item functions automatically.

The dolphin arrives 1d3+1 rounds after being summoned and remains with the wearer for up to 10 rounds. The wearer can dismiss the dolphin before the full time has expired. The dolphin protects the wearer to the best of its ability, including holding him above water if he's unconscious. The dolphin will fight to protect the wearer, especially against a shark.

A *sailor's earring* only functions 3 times. After the magic is expended, the earring crumbles into dust.

CONSTRUCTION

Requirements Craft Wondrous Item, *summon nature's ally I*; **Cost** 3,750 gp

TULITA TALISMAN

Aura faint abjuration; **CL** 3rd

Slot neck; **Price** 800 gp; **Weight** 1 lb.

DESCRIPTION

This simple item is a preserved shark's tooth hanging from a leather thong. Originally created by Tulita shamans to protect their fishermen, this item is now widely available along the Razor Coast. Con artists frequently produce false talismans to scam sailors and prey on the fears of travelers.

When the wearer of a *Tulita talisman* falls into water at least 1 foot deep, the necklace protects him from sharks. For 1 minute, any natural shark must make a DC 11 Will save to attack the wearer. After the magic is activated, the necklace becomes inert. Sailors saved from a shark attack by the *Tulita talisman* often treat the inert magic item as a good luck charm, and continue to wear it despite its loss of magical power.

CONSTRUCTION

Requirements Craft Wondrous Item, *sanctuary*; **Cost** 400 gp

WATCHER'S SPYGLASS

Aura moderate divination; **CL** 10th

Slot none; **Price** 18,000 gp; **Weight** 3 lbs.

DESCRIPTION

A *watcher's spyglass* confers a +5 circumstance bonus to vision-based Perception checks made aboard a ship. The item must be held up to the eye to confer the bonus. In addition, when the viewer sees a creature or object, he sees it for what it truly is. Objects or creatures disguised via magic appear as normal, and invisible creatures or objects are visible to him.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must have 5 ranks in Perception, *true seeing*; **Cost** 9,000

WAVE SANDALS

Aura faint transmutation; **CL** 5th

Slot feet; **Price** 5,000 gp; **Weight** 2 lbs.

DESCRIPTION

These sandals made from braided hemp are a boon to sailors on slippery decks. Upon uttering the command word, the wearer of the *wave sandals* can walk upon the water's surface as though it were normal ground. The *wave sandals* only function for a total of 30 minutes per day, though this time need not be used consecutively.

CONSTRUCTION

Requirements Craft Wondrous Item, *water walk*; **Cost** 2,500 gp

WHALE HARNESS

Aura strong conjuration; **CL** 15th

Slot none; **Price** 85,000 gp; **Weight** 25 lbs.

DESCRIPTION

A stranded ship is trouble for the crew, as food and fresh water supplies quickly dwindle. A smart Captain plans for this contingency.

These strong reinforced leather harnesses attach to the bow of a ship. When tossed forward into the water along with the proper command word being spoken, a shimmering ghostly whale appears in the harness. The ghostly whale tows the ship in whatever direction is commanded by whoever activated the harness. The whale tows at an overland speed of 3-1/2 miles per hour. The whale lasts for 24 hours, giving a maximum distance of 84 miles. The item's activator can dismiss the ghostly whale at any time. At the end of the 24-hour period, the whale

simply winks out of existence. The harness cannot be used again for one week, regardless of how long the ghostly whale was in existence.

The ghostly whale will not fight except to defend itself. Use the stats for the whale found in the *Pathfinder Roleplaying Game Bestiary 2*, except add a +5 deflection bonus to the whale's AC.

CONSTRUCTION

Requirements Craft Wondrous Item, *shield of faith, summon monster IX*; **Cost** 42,500 gp

CHAPTER 7: GAME MASTERING NAVAL BATTLES

Setting up and running a naval battle is quite a bit like setting up any other encounter. You need NPCs for the "other side", and you need to build the ships that will be involved (rather than building the town or dungeon). Presented here are some tips and tools to aid you in your first steps of designing naval engagement: an overview of encounter design, terrain features, quick rules for pursuit, guidelines for capturing both enemy ships and sailors, and a slew of fully statted NPCs you can use to populate your encounters.

Designing Engagements

Every ship has a rating that is defined as the combination of its number of guns and crew as well as its overall size. Also included is the range of expected class levels for Leader NPCs aboard the ship. Crew that are not reflected in this table are usually 1st level NPCs in an NPC class such as expert or warrior. The approximate numbers for each of these is shown in the table below.

When developing encounters, a ship is assumed to be a match for another with the same rating. However, some circumstances will modify the overall Challenge Rating of an encounter, as shown in the table below.

TABLE 34: ENCOUNTER MODIFIERS

CIRCUMSTANCE	CR ADJ. FOR SHIP
Ship has 50+% Landsman crew	−1
Ship has 50+% Corsair or Buccaneer crew	+1
Ship starts battle with the Weather gauge	+2
Ship has surprise	+1
Ship has 50% excess crew	+1
Ship has 100% excess crew	+2
Ship has 50% excess guns	+1
Ship has 100% excess guns	+2

Terrain

While some ship-to-ship combat will take place on the high seas far from land, at other times ships have to negotiate reefs, icebergs, rivers, and other terrain.

Beaches: Grounding a ship on a beach is a less dangerous option than on reefs or rocks, but it still has its hazards. Landing on a beach intentionally inflicts 3d6 points of damage to the Below the Waterline Location (hardness still applies normally); in addition, your ship is stuck and unable to move under its own power. A Mate or Mates can direct ten crewmen per Hull Location to free the ship. To successfully free the ship requires a DC 25 Profession (sailor) check and 1 hour. The DC assumes a light load. If your ship is carrying a medium load, the DC is 30 and requires 15 crew per Hull Location; if your ship is laden with a heavy load, the DC is 35, and requires 20 crew per Hull Location.

TABLE 33: ENCOUNTER DIFFICULTY

SHIP RATING	EQUIVALENT CR	HULL LOCATIONS	CREW	CANNON	LEADER NPCS BY LEVEL									
					1	2	3	4	5	6	7	8	9	10
1st Rate	20	10	850 – 875	100 – 120	18	16	14	12	10	8	6	4	2	1
2nd Rate	18	9	700 – 750	90 – 98	16	14	12	10	8	6	4	2	1	
3rd Rate	16	8	500 – 650	64 – 80	14	12	10	8	6	4	2	1		
4th Rate	14	7	320 – 420	48 – 60	12	10	8	6	4	2	1			
5th Rate	12	6	200 – 300	32 – 44	10	8	6	4	2	1				
6th Rate (Frigate)	10	5	180 – 200	28	8	6	4	2	1					
Post ship	8	4	140 – 160	20 – 24	6	4	2	1						
Sloop-of-war	6	3	90 – 125	16 – 18	4	2	1							
Gun brig	4	2	5 – 25	6 – 14	2	1								
Unrated	2	1	< 10	< 5	1									

Coastal Fortresses: Coastal fortifications are treated much like other ships with a number of Locations, crew, and guns. A coastal fortress has the advantage of being able to carry any amount of guns, which are usually larger with a longer range than ship-mounted cannon. A fortress Location is made of stone, with a hardness of 10 and 500 hp per Location. A fortress never takes on water or sinks and is destroyed if all its Locations are reduced to 0 hp. A fortress is the most likely place to see the biggest gun — the 68-pounder.

Estuaries/Rivers: Rivers and estuaries have a prevailing current that pushes ships downstream. This is represented by a constant movement rate (usually between 10 ft. per round and 40 ft. per round) being applied to a ship's movement in the direction of the current. If a ship has a movement of 0 or less after this current is applied it wallows 45° towards the direction of the current.

Reefs, icebergs and other submerged obstacles: Dangerous underwater obstacles can sink an unwary ship, and have one of three depths. These depths relate to how low in the water a ship sits, which is determined by its load (Light, Medium, Heavy), as dictated by its encumbrance. Heavily laden ships sail lower in the water and are susceptible to impact with deeper obstacles.

TABLE 35: UNDERWATER OBSTACLE DEPTH

DEPTH	SHIP ENCUMBRANCE TO STRIKE OBSTACLE
Waterline or above	Any
Shallow	Medium, Heavy
Deep	Heavy

If a ship hits an object, that object inflicts damage directly to the Below the Waterline Location, as shown in Table 36. This damage is also applied to the object that the ship struck, and is modified by the ship's Strength score.

TABLE 36: DAMAGE BY OBJECT SIZE

SIZE OF OBJECT	DAMAGE INFLICTED
Small	1d6
Medium	1d8
Large	2d6
Huge	3d6
Gargantuan	4d6
Colossal	5d6

At the GM's discretion, some objects may cause more or less damage, depending on the composition of the object and the speed of the ship at the time of the collision.

If a ship strike a Gargantuan or Colossal object and does not destroy it, the ship also becomes stuck. Follow the rules for "Beaches" above to get the ship moving again.

Pursuit

The *Pathfinder Roleplaying Game: GameMastery Guide* has fantastic rules for turning pursuit-and-capture scenarios into a mini-game. If you don't have that specific book, the same rules are reproduced online in the Pathfinder Roleplaying Game. The biggest adjustment you need to make for those rules to work seamlessly in **Fire as She Bears** is changing the way you reference speed. Once you make that adjustment, the bulk of your task is coming up with obstacles for your ships to overcome.

Adjusting the Speed Rules

The rules in the *Pathfinder Roleplaying Game: GameMastery Guide* assume that movement is counted in feet, while this product simplifies that and counts by 20-foot squares instead. The same basic premise applies, however; determine the speed at which you want the pursuit to take place. If you only have two ships involved, pick the Base Speed of one of those ships. If you have more than two ships, rank the ships in order of their Base Speed and pick the one that's in the middle.

For example, if you're running a pursuit between *Bonedeuce's Pride* (Base Speed 14) and the *Albatross* (Base Speed 11), you would pick one of these speeds as your pursuit speed. If your chase involves those two ships plus the *Basilisk's Folly* (Base Speed 10), you would use the *Albatross's* Base Speed of 11 as your pursuit speed.

Once you know your pursuit speed, determine the difference between that value and the speed of the other ships in the encounter. This becomes their adjustment to any skill checks made to overcome obstacles. In our first example, if we went with *Bonedeuce's Pride* as the pursuit speed, the *Albatross* would have a −3 to any checks to overcome obstacles. In our second example, the *Albatross* is our pursuit speed, so it receives no modifiers; the *Pride* would receive a +3 and the *Basilisk's Folly* would receive a −1.

Setting Up the Pursuit

The next step in setting up a pursuit is to get 10 pieces of paper, roughly the size of a Post-It note. These pieces of paper become your "map" of the pursuit. If the ships

are racing to a specific point — to a deserted island, for example — set aside one card as the "finish line." The other nine cards are steps taken along the way. If there is no specific end-point — for example, if one ship is simply trying to capture another — then instead lay the cards out in a circular or square pattern. You can increase or decrease the length of the pursuit by changing the number of cards.

One card represents the distance traveled as your "pursuit speed" and all ships move at this speed, regardless of what their actual Speeds are (remember, we're adjusting the checks they make to penalize or reward slow speed). In some cases, you can opt to change this speed. For example, in a race to a deserted tropical island that's four days' travel away, each card might instead represent 12 hours of sailing. The goal is to break up the pursuit into finite chunks, and then assign obstacles to those chunks.

Obstacles

Once you have your path laid out, you need to assign obstacles to each card. It's best to assign two obstacles to each card; to traverse the card, players only need to overcome one of the obstacles. Successful checks allow a ship to navigate the card; failure requires the ship to try the same card again next time.

Unlike a standard pursuit where each PC and NPC has their own actions to perform (and each must overcome the obstacles), in a Naval Pursuit all the officers and important NPCs work toward a common goal of completing the obstacle. Each obstacle in a Naval Pursuit has a DC a ship is required to meet to advance, and also lists the primary role responsible for meeting the challenge. The PC filling that role makes the appropriate check, and all other PCs make aid another checks. GMs are encouraged to mix in a variety of obstacles that require different roles to complete, so that each player at the table has a chance to be the primary roller. Because numerous aid another rolls will get added to the total result, the DCs listed below in the **Sample Obstacles** appear to be higher than normal.

For an alternate style of obstacle navigation, you could lay out multiple paths that lead to the final goal. For example, if two ships are in a race to reach the mythical Isle of Life, it might make sense to offer several paths that diverge and even converge back on one another. The "finish line" for all these various paths is the same, but how a ship gets there depends on the course it takes. In this style, the GM will need many more obstacle cards that she can array as needed to set the various paths.

Starting the Pursuit

When to switch from following the normal initiative mode to pursuit mode is up to the GM. Generally speaking, though, any time two or more ships are involved in a race to a target — in search of the lost Isle of Life, attempting to escape, and so forth — the game should switch over to pursuit mode.

Each Captain rolls a Naval Initiative check for the entire ship, and this determines the order in which ships attempt to navigate obstacle cards. If the trigger event for a pursuit is one ship trying to escape another, the Navigator of the escaping ship makes a Bluff check opposed by the pursuing Navigator's Sense Motive. If the escaping ship wins this check, they start one obstacle card ahead of the pursuing ship; otherwise, both ships start on the same card.

Running the Pursuit

Each round of the pursuit, the ships face a choice of two tasks to complete. A ship only needs to complete one of the tasks in order to advance. Start the ship's turn at the "beginning" of the card, and on a successful check move the ship to the beginning of the next card. If a ship fails the check, they make no progress that round and must try again next round. If a ship fails a check by more than 10, they suffer a catastrophic setback and must move back to the beginning of the previous card. PCs can take 10 on these checks, but not 20. The GM can rule that it's impossible to take 10 in specific circumstances, at her discretion.

If two or more ships occupy the same card, they can interact with one another through player initiative. Allow each PC and important NPC one round's worth of actions; they could fire ranged weapons, cast a spell, activate a magic item, etc. Resolve these actions as normal, and make note of how they might affect a ship in future rounds.

Continue alternating actions between all ships, allowing the Captain and her officers to choose which obstacle to tackle, and which path to follow if the GM has laid out multiple choices.

Gaining Quell's Favor

Once per pursuit, a ship can attempt to gain Quell's Favor — a bit of luck on the open seas that aids them in the pursuit. The crewmen of the ship seeking Quell's Favor attempt both obstacles on a single card in the pursuit. If they succeed in overcoming both, they advance through that card *as well as* the next. If they succeed on only one of the challenges, they advance as normal; if they fail both checks, their ship is stalled and they lose their next turn. If disaster strikes and

they fail both checks by more than 10, Quell looks coldly upon their pursuit and curses the ship with bad luck. It must move backwards two cards. If there are not enough cards available to move backwards two cards, move back one and the ship must also sacrifice its next turn.

Ending the Pursuit

A Naval Pursuit that has a set finish line, such as seeing who can reach the Isle of Life first, ends when the first participant reaches the end card. A Naval Pursuit that involves one (or more) ships trying to catch another ends when the pursuing ship ends its turn on the same obstacle card as the fleeing ship for 3 straight rounds.

Sample Obstacles

GMs are encouraged to devise their own devious obstacles based on their world and the waters upon which the ships are sailing. But to help get you started, here are some examples. As a general rule of thumb, a "simple" encounter should have a DC of 35, a "moderate" encounter should have a DC of 40, and a "tough" encounter should have a DC of 45. If you're going to use a saving throw, reduce these numbers by 10 (25 for simple, 30 for moderate, 35 for tough); if using an attack roll, instead reduce the numbers by 5. When laying out your course, try for the largest variety possible, so that your PCs have a choice of both difficulty level as well as the primary role necessary for overcoming the obstacle. Note, too, that many of these samples can be re-flavored and thus become an entirely new obstacle. For example, you could take the Whale Pod obstacle and instead have an enormous flock of sea-faring birds directly in the ship's path; failure to skirt the flock results in damage to the ship's rigging. Similarly, Submerged Object could also be used for above-water obstacles such as icebergs, visible sandbars, or exposed rocks.

Whale Pod (Navigator, DC 35 Profession [sailor]): An exceptionally large pod of whales swims in the same water the ship is attempting to move through. The Navigator needs to carefully choose his path and steer the ship gingerly, lest the ship strike a whale.

Submerged Object (Mate, DC 35 Perception): A submerged object threatens the ship, unless the Mate on watch duty notices it in time to alter the course of the ship. This object could be any submerged object that poses a threat to the ship's hull such as a reef, rock formation, sunken ship, or ice floes.

Morale (Captain, DC 35 Loyalty): The vagaries of battle and the pursuit have the crew hanging their heads.

The Captain needs to inspire her crew to raise morale and get everybody back on the same page.

Fire! (Mate, DC 25 Reflex save): Whether a grease fire in the galley or simply a smoldering ember that finally ignited a blaze, a fire now threatens the ship. The Fire Chief and his crew need to extinguish the fire before the entire ship goes up in smoke!

Damage (Mate, DC 40 Profession [sailor]): A previously unnoticed weakness on the ship picked now to rear its ugly head. A Mate and his crew need to affect repairs now, or the ship is in trouble. This damage could be from a recent firefight or just built-up damage over time. It could be anything from a crack in the main mast to a dislodged beam in the hold that threatens the stability of the ship.

Rough Seas (Surgeon, DC 40 Heal): An especially rough patch of sea has weaker crewmen hanging over the rail chumming the waters. Treating the nausea is imperative or else the ship won't have enough able-bodied crewmen to operate.

Sargasso (Mate, DC 40 Knowledge [nature] or Profession [sailor]): An exceptionally large patch of seaweed threatens to entangle the ship; more insidious, however, is what causes the 3-mile wide patch of seaweed. The ocean currents are calm here, making movement of any sort more difficult.

Bizarre Weather (Mate, DC 45 Survival): Subtle clues hint at a sudden change in weather fast approaching. Failure to recognize this shift in weather patterns causes the ship to get stuck in a water funnel, sudden thunderstorm, or other dangerous weather event.

Haunting (Chaplain, DC 45 Knowledge [religion]): The ship is about to sail over the watery grave of a long-ago wreck, and the site remains haunted. Without picking up the subtle signs — shifts in spiritual energy and so forth — the ship soon finds itself bogged down with the ghosts and apparitions of hundreds of dead sailors causing mischief and mayhem aboard the ship.

Null Magic (Mate, DC 45 Knowledge [arcana] or Spellcraft): The ship is about to sail through a rare null magic zone, in which no magical energy exists. All magic items cease to function, and it's impossible to cast spells in such a zone. Failure to notice the warning signs mires the ship in the zone, unable to make use of any magical outfitting.

Pirate Skiff (Mate, DC 40 ranged attack): A small, nimble skiff launched from a nearby pirate ship attempts to pull up alongside the ship. The Gunnery Sergeant needs to aim carefully to end the threat, lest the foul pirates board the ship and slow progress while the crew repels the invaders.

Capturing Ships

One of the greatest prizes available for a ship's crew is the capture of an enemy ship. An enemy may surrender if put into an untenable position, or it may be slaughtered to the last man during a bloody boarding action. In either case, the conquered ship becomes spoils of war to the victors.

Making the ship seaworthy: There are two parts to making sure your prize makes it back to port: ensuring that she does not sink en route, and having the crew to sail her. No doubt the ship has taken a beating during the fight and may be taking on water. This state of affairs needs to be fixed before the ship ends up at the bottom of the ocean! Secondly, you must have sufficient crew to man its rigging in order to sail it back to safe harbor.

Permanent Repairs: Buyers will usually not purchase a damaged ship, and you will have to repair it before a sale can be made. This is an expensive proposition if she is riddled with shot from prow to stern.

Sale: Generally you receive half the build price of a ship when you sell it. However, there are three kinds of buyers looking to purchase used ships: navies, pirates, and merchants. If all three of these are non-hostile towards you, you receive a 10% bonus to the amount you receive. If only one of these is non-hostile towards you, you receive a 10% penalty on the amount you receive. If all of these groups are hostile towards you, you may not sell your ship.

Shares: A ship's crew expects to receive a share of the prize. If a Captain keeps more than eight shares or other leaders receive more than four shares, a crew's Loyalty is reduced by 2.

Capturing Crew

Captured crew can also turn a profit for a victorious Captain, either garnering a ransom, bounty, or golden coins from the grubby hands of a slaver.

Care of Prisoners: A loyal crewmen can guard up to five prisoners without problems. If the number of guards falls below this ratio there is a 25% chance each day that the prisoners escape. Prisoners must be fed at the rate of 1 sp/day or else they starve.

Payment: A prisoner may be ransomed back to his peers, turned in for a bounty to his enemies, or sold into slavery. A ransom or bounty is equal to ten times the prisoner's daily rate of pay. The GM decides whether or not the prisoner has loyal associates or wealthy enemies willing to pay a ransom or bounty. Particularly important or notorious prisoners may demand a larger figure as determined by the GM. Slavers will pay 10gp for each healthy specimen. Selling slaves is an evil act.

A crew expects a share of the rewards from prisoners as explained in Capturing Ships above.

Colorful NPCs

In an ideal scenario, your group has enough PCs to fill all the important roles aboard the ship. However, chances are pretty good that your PCs will need to hire at least one officer. Presented here are NPCs you can use to fill the various roles aboard ship. Each section contains three generic NPC stat blocks (1st, 2nd, and 3rd class) as well as three named NPCs. And of course, as GM you can always make use of these NPCs to quickly fill the officer roles on an enemy ship, too.

Captains
3rd Class Captain
A Captain of this grade will generally work for the PCs for around 3 gp per day.

3RD CLASS CAPTAIN   CR 3

XP 800

Female human rogue 4

N Medium humanoid (human)

Init +7; **Perception** +6

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 25 (4d8+4)

Fort +3; **Ref** +8; **Will** +1

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee rapier +4 (1d6+1 /18–20)

Ranged pistol +6 (1d10/x3)

Special Attacks sneak attack +2d6

STATISTICS

Str 12, **Dex** 16, **Con** 13, **Int** 12, **Wis** 8, **Cha** 14

Base Atk +3; **CMB** +4; **CMD** 17

Feats Exotic Weapon Proficiency (firearm), Improved Initiative[B], Seaworthy

Skills Acrobatics +10 (+12 to balance aboard a ship), Appraise +8, Bluff +9, Climb +8, Intimidate +9, Knowledge (local) +8, Perception +6 (+8 vision–based checks at sea), Profession (sailor) +8, Stealth +10, Survival +3, Swim +8

Languages Aquan, Common

SQ rogue talents (fast stealth, ledge walker), trapfinding +2

Combat Gear 2 *potions of cure light wounds*, *potion of invisibility*; **Other Gear** *+1 leather armor*, rapier, pistol with 10 bullets, *cloak of resistance +1*

FIREARMS FLAVOR

When building these NPCs, we went with the simplified rules that appear in the Appendix of the *Razor Coast* Mega-Campaign from **Frog God Games.** You have several other options available to you, however, so feel free to pick what works best for your group.

The most widely disseminated firearms rules are probably those that appear in the *Pathfinder Roleplaying Game Ultimate Combat*. Similarly, the *Skull and Shackles* adventure path also has solid firearms rules. Using either of those rule sets should provide no problems.

If you are playing **Razor Coast**, we feel the ideal approach combines **Razor Coast** with *Brace of Pistols* from **Super Genius Games** and the highwayman's pistol that appears in the *Razor Coast Player's Guide* by **Frog God Games**. When this book was first devised, those were the rules we had in mind.

2nd Class Captain
A Captain of this grade will work for 6 gp per day.

2ND CLASS CAPTAIN   CR 4

XP 1,200

Male half-elf bard 5

NE Medium humanoid (elf)

Init +3; **Senses** low-light vision; **Perception** +11

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 armor, +1 deflection, +3 Dex)

hp 36 (5d8+10)

Fort +2; **Ref** +7; **Will** +5; +2 vs. enchantments, +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee mwk rapier +7 (1d6–1 /18–20)

Ranged pistol +6 (1d10/x3)

Special Attacks bardic performance 14 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +2)

Bard Spells Known (CL 5th):

2nd (3/day)—*blur, delay poison, enthrall* (DC 14)

1st (5/day)—*animate rope, cure light wounds, hideous laughter* (DC 13), *unseen servant*

0 (at will)—*dancing lights, detect magic, ghost sound* (DC 12), *mage hand, read magic, summon instrument*

STATISTICS

Str 8, **Dex** 16, **Con** 13, **Int** 12, **Wis** 12, **Cha** 15

Base Atk +3; **CMB** +2 *[+3 BAB, −1 Str]*; **CMD** 16

Feats Exotic Weapon Proficiency (firearms), Seaworthy, Skill Focus (Profession [sailor])ᴮ, Weapon Finesse

Skills Acrobatics +11 (+13 to balance aboard a ship), Bluff +10, Climb +7, Knowledge (geography) +9, Knowledge (local) +8, Perception +11 (+13 vision–based checks at sea), Perform (oratory) +10, Profession (sailor) +14; **Racial Modifiers** Perception +2

Languages Common, Elven, Tulita

SQ bardic knowledge +2, elf blood, lore master 1/day, versatile performance (oratory)

Combat Gear *potion of invisibility, scroll of major image*; **Other Gear** masterwork studded leather, masterwork rapier, pistol, with 15 bullets, *ring of protection +1*

1st Class Captains

First class Captains receive, on average, 12 gp per day in pay.

1ST CLASS CAPTAIN   CR 5

XP 1,600

Female gnome ranger 2/rogue 4

NG Small humanoid (gnome)

Init +3; **Senses** low-light vision; **Perception** +11

DEFENSE

AC 18, touch 15, flat-footed 14 (+3 armor, +3 Dex, +1 dodge, +1 size) (+4 dodge vs. giants)

hp 49 (2d10+4 plus 4d8+8 plus 4)

Fort +6; **Ref** +10; **Will** +3; +2 vs. illusions

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 20 ft.

Melee *+1 short sword* +8 (1d4 /19–20), mwk sickle +8 (1d4–1)

Ranged mwk hand crossbow +10 (1d3/19–20)

Special Attacks favored enemy (aquatic humanoids +2), sneak attack +2d6, +1 on attack rolls against goblinoid and reptilian humanoids

Gnome Spell-Like Abilities (CL 6th):

1/day—*dancing lights, ghost sound* (DC 13), *prestidigitation, speak with animals*

Rogue Spell-Like Abilities (CL 4th):

3/day—*mage hand*

STATISTICS

Str 8, **Dex** 16, **Con** 15, **Int** 12, **Wis** 10, **Cha** 17

Base Atk +5; **CMB** +3; **CMD** 17

Feats Acrobatic, Dodge, Iron Will, Two-Weapon Fightingᴮ, Weapon Finesseᴮ

Skills Acrobatics +14 (+10 jump), Knowledge (geography) +7, Knowledge (history) +2, Knowledge (local) +7, Knowledge (nature) +7, Perception +11, Profession (sailor) +11, Sense Motive +7, Stealth +16, Survival +9, Swim +8; **Racial Modifiers** Acrobatics (–4 jump), +2 Perception, +2 Profession (sailor)

Languages Aquan, Common, Gnome

SQ rogue talents (finesse rogue, minor magic), track +1, trapfinding +2, wild empathy +5

Combat Gear *elixir of fire breath*; **Other Gear** masterwork studded leather, *+1 short sword*, masterwork sickle, masterwork hand crossbow with 20 bolts, *feather token (swan boat)*

  Albrect Manacle: An impoverished scion of the old aristocracy, Albrect Manacle feels duty-bound to the kingdom and takes his responsibilities to protect it seriously. He hopes to become such a shining beacon of the kingdom's glory and resolve that the refuse of the Razor will fall into line behind the Crown. He hates Tulita. Despite his noble breeding, his bearing is anything but — he is square-jawed and scarred from fighting. Albrect's iridescent blue eyes brood underneath a shock of wild black hair, his *mask of the horrible visage* inspires terror in his foes. Many a human predator has quailed in terror when facing the noble Captain's otherworldly visage across a blood-soaked deck. Tales tell of him twice single-handedly taking pirate ships, swinging onto the deck without a thought for his own safety. Albrect charges 15 gp per day for his services — a veritable bargain, he'll tell you, for a Captain of his skill.

ALBRECT MANACLE — CR 5

XP 1,600

Male human paladin of Vanitthu 6

LG Medium humanoid (human)

Init −1; **Perception** +10

Aura courage (10 ft.)

DEFENSE

AC 15, touch 9, flat-footed 15 (+5 armor, −1 Dex, +1 shield)

hp 49 (6d10+6 plus 6)

Fort +9; **Ref** +6; **Will** +9

Immune disease, fear

OFFENSE

Speed 30 ft.

Melee *+1 longsword* +10/+5 (1d8+3 /19–20)

Special Attacks channel positive energy (DC 16, 3d6), smite evil (+3 attack and AC, +6 damage)

Paladin Spell-Like Abilities (CL 6th):

At will—*detect evil*

Paladin Spells Prepared (CL 3rd):

1st—*bless, divine favor*

STATISTICS

Str 15, **Dex** 8, **Con** 12, **Int** 12, **Wis** 13, **Cha** 16

Base Atk +6; **CMB** +8; **CMD** 17

Feats Lightning Reflexes^B, Skill Focus (Perception), Toughness, Weapon Focus (longsword)

Skills Climb +5, Diplomacy +9, Intimidate +5, Knowledge (geography) +2, Knowledge (history) +2, Knowledge (local) +2, Knowledge (religion) +7, Perception +10, Profession (sailor) +10, Survival +4, Swim +5

Languages Common, Elven

SQ aura, code of conduct, divine bond (weapon +1, 1/day), divine grace, lay on hands (3d6, 6/day), mercies (diseased, fatigued)

Gear *mithral +1 chain shirt*, masterwork light steel shield, *+1 longsword, mask of the horrible visage*

Lars Schroten: A huge man with an unruly blonde beard and wild hair, Lars Schroten lives for battle, the more brutal the better. Lars' uneven temper swings from drunken melancholy during prolonged inactivity to unfettered joy when blood soaks his beard and his enemies fall before him. Lars has six wives scattered across the scabrous ports of the Razor Sea; he lives in terror of them discovering one another. Lars expects payment of 30 gp per day for his services.

NEW MAGIC ITEM

MASK OF THE HORRIBLE VISAGE

Aura faint enchantment; **CL** 5th

Slot head; **Price** 1,000 gp; **Weight** 1 lb.

DESCRIPTION

This wooden mask is cut in the shape of a skull. It confers a +2 circumstance bonus to the wearer's Intimidate skill. Three times per day, the wearer can stare at a target within 30 feet and strike fear into his foe. If the target fails a DC 12 Will save, it becomes frightened for 3 rounds; if the target succeeds on the saving throw, it is instead shaken for 1 round.

CONSTRUCTION

Requirements Craft Wondrous Item, *cause fear*; **Cost** 500 gp

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LARS SCHROTEN — CR 6

XP 2,400

Male human barbarian 3/fighter 4

CN Medium humanoid (human)

Init +5; **Perception** +8

DEFENSE

AC 17, touch 12, flat-footed 16 (+5 armor, +1 deflection, +1 Dex)

hp 65 (3d12+6 plus 4d10+8 plus 4)

Fort +10; **Ref** +4; **Will** +3; +1 vs. fear

Defensive Abilities bravery +1, trap sense +1, uncanny dodge

OFFENSE

Speed 40 ft.

Melee *+1 greataxe* +13/+8 (1d12+9 /x3)

Special Attacks rage (10 rounds/day), rage powers (swift foot +5 feet)

STATISTICS

Str 18, **Dex** 12, **Con** 14, **Int** 8, **Wis** 10, **Cha** 14

Base Atk +7; **CMB** +11; **CMD** 23

Feats Cleave, Improved Initiative, Leadership, Power Attack^B, Seaworthy, Skill Focus (Profession [sailor])^B, Weapon Focus (greataxe)^B, Weapon Specialization (greataxe)^B

Skills Acrobatics +1 (+3 to balance aboard a ship), Climb +8, Intimidate +11, Perception +8 (+10 vision–based checks at sea), Profession (sailor) +15

Languages Common

SQ armor training 1, fast movement

Gear +1 hide armor, +1 greataxe, ring of protection +1, cloak of resistance +1

Durago Vhut: A mercenary necromancer that plies his trade along the Razor, Durago is thin and wiry, his skin tanned brown from prolonged exposure to the sun. Durago favors a battered naval uniform and a broad-brimmed straw hat, his military regalia scavenged from a defeated post-captain. Impassively cruel and detached from his work, Durago ruthlessly executes his crewmen at the first hint of disloyalty. Twenty skeletons accompany him, serving both as crewmen and as a grim warning of the price of disloyalty. Durago demands 240 gp per day in pay, reminding those negotiating with him that he brings along his own crew.

DURAGO VHUT   CR 9

XP 6,400

Male human necromancer 10

NE Medium humanoid (human)

Init +6; **Perception** +6

DEFENSE

AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 natural)

hp 57 (10d6+10 plus 10)

Fort +7; **Ref** +8; **Will** +9

OFFENSE

Speed 30 ft.

Melee quarterstaff +4 (1d6–1)

Special Attacks channel negative energy (DC 16, 8/day)

Necromancer Spell-Like Abilities (CL 10th):

8/day—*grave touch* (5 rounds)

Necromancer Spells Prepared (CL 10th):

5th—*mage's private sanctum, telekinesis, teleport, waves of fatigue*

4th—*bestow curse* (DC 21), *black tentacles, crushing despair* (DC 19), *enervation, wall of fire*

3rd—*fly, hold person* (DC 18), *ray of exhaustion* (DC 20), *stinking cloud* (DC 18), *vampiric touch*

2nd—*acid arrow, blindness/deafness* (DC 19), *false life, levitate, protection from arrows, touch of idiocy*

1st—*animate rope, chill touch* (DC 18), *feather fall, grease* (DC 16), *magic missile, protection from good, ray of enfeeblement* (DC 18)

0 (at will)—*bleed* (DC 17), detect magic, mage hand, prestidigitation, touch of fatigue (DC 17)

Opposition Schools Divination, Illusion

STATISTICS

Str 8, **Dex** 14, **Con** 12, **Int** 20, **Wis** 13, **Cha** 12

Base Atk +5; **CMB** +4; **CMD** 16

Feats Command Undead[B], Craft Wand[B], Extend Spell[B], Great Fortitude, Greater Spell Focus (necromancy), Improved Initiative[B], Lightning Reflexes, Scribe Scroll[B], Skill Focus (Profession [sailor]), Spell Focus (necromancy)

Skills Acrobatics +7, Appraise +8, Climb +4, Intimidate +9, Knowledge (arcana) +18, Knowledge (dungeoneering) +10, Knowledge (engineering) +10, Knowledge (geography) +12, Knowledge (history) +9, Knowledge (local) +11, Knowledge (nature) +10, Knowledge (nobility) +9, Knowledge (planes) +11, Knowledge (religion) +11, Linguistics +11, Perception +6, Profession (sailor) +20, Spellcraft +18, Stealth +5

Languages Abyssal, Aquan, Celestial, Common, Draconic, Dwarven, Elven, Orc, Tulita

SQ arcane bond (seagull [stats as raven]), life sight (10 feet, 10 rounds/day)

Combat Gear 4 *scrolls of animate dead*; **Other Gear** quarterstaff, *amulet of natural armor +1, cloak of resistance +1, bracers of armor +3*, various pieces of onyx worth a total of 550 gp

LIVINGSTON (DURAGO VHUT'S FAMILIAR)   CR —

XP —

Seagull familiar (*Pathfinder Roleplaying Game Bestiary* "Familiar, Raven)

N Tiny magical beast

Init +2; **Senses** low-light vision; **Perception** +10

DEFENSE

AC 19, touch 14, flat-footed 17 (+2 Dex, +5 natural, +2 size)

hp 28 (10 HD)

Fort +2; **Ref** +5; **Will** +9

Defensive Abilities improved evasion

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee bite +9 (1d3–4)

Space 2.5 ft.; **Reach** 0 ft.

Special Attacks deliver touch spells

STATISTICS

Str 2, **Dex** 15, **Con** 8, **Int** 10, **Wis** 15, **Cha** 7

Base Atk +5; **CMB** +5; **CMD** 11

Feats Weapon Finesse

Skills Climb +4, Intimidate +6, Knowledge (arcana) +10, Knowledge (dungeoneering) +2, Knowledge (engineering) +2, Knowledge (geography) +4, Knowledge (history) +1, Knowledge (local) +3, Knowledge (nature) +2, Knowledge

(nobility) +1, Knowledge (planes) +3, Knowledge (religion) +3, Linguistics +3, Perception +10, Profession (sailor) +12, Spellcraft +10, Stealth +18

Languages empathic link, speak with animals of its kind, speak with master

SQ share spells

Navigators

3rd Class Navigator

A standard 3rd class Navigator is skilled in the basic geography of the Razor Coast. She hires out her skills for 2 gp per day.

3RD CLASS NAVIGATOR   CR 1

XP 400

Female elf expert 3

N Medium humanoid (elf)

Init +2; **Senses** low-light vision; **Perception** +10

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)

hp 16 (3d8+3)

Fort +2; **Ref** +3; **Will** +5; +2 vs. enchantments

OFFENSE

Speed 30 ft.

Melee morningstar +1 (1d8–1)

Ranged pistol +4 (1d10/x3)

STATISICS

Str 8, **Dex** 14, **Con** 13, **Int** 15, **Wis** 14, **Cha** 10

Base Atk +2; **CMB** +1; **CMD** 13

Feats Exotic Weapon Proficiency (firearms), Skill Focus (Knowledge [geography])

Skills Acrobatics +7, Climb +5, Knowledge (geography) +11, Knowledge (history) +7, Knowledge (local) +7, Knowledge (nature) +8, Perception +10, Profession (sailor) +8, Survival +8, Swim +5; **Racial Modifiers** +2 Perception, +2 Spellcraft identify magic item properties

Languages Aquan, Common, Elven, Tulita

SQ elven magic, weapon familiarity

Combat Gear *potion of cure moderate wounds, potion of barkskin*; **Other Gear** leather armor, morningstar, pistol with 10 bullets, gold chain with black pearl pendant (100 gp), maps and charts, 4 gp, 33 sp

2nd Class Navigator

A 2nd class Navigator is highly knowledgeable in the geographic features of the Razor Coast area, as well as a basic understanding of the wider world. He generally charges around 3 gp per day for his services.

2ND CLASS NAVIGATOR   CR 2

XP 600
Male human expert 4
NG Medium humanoid (human)
Init +0; **Perception** +8

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 armor)
hp 18 (4d8)
Fort +1; **Ref** +1; **Will** +5

OFFENSE

Speed 30 ft.
Melee dagger +2 (1d4–1 /19–20)
Ranged mwk pistol +4 (1d10/x3)

STATISTICS

Str 9, **Dex** 10, **Con** 11, **Int** 16, **Wis** 12, **Cha** 8
Base Atk +3; **CMB** +2; **CMD** 12
Feats Exotic Weapon Proficiency (firearms), Skill Focus (Knowledge [geography])^B, Seaworthy
Skills Acrobatics +7 (+9 to balance aboard a ship), Climb +6, Escape Artist +7, Handle Animal +6, Knowledge (geography) +13, Knowledge (nature) +10, Perception +8 (+10 vision–based checks at sea), Profession (sailor) +7, Sense Motive +8, Survival +8, Swim +6
Languages Aquan, Common, Elven, Gnome
Combat Gear 3 *potions of cure light wounds*; **Other Gear** *+1 studded leather*, dagger, masterwork pistol with 15 bullets, charts and maps

1st Class Navigator

A 1st class Navigator is an expert at geography. Not only is she intimately familiar with the Razor Coast and its surrounding environs, she's also an expert on world geography, including oceanic currents. In addition, she's highly skilled about the natural world and capable of predicting weather patterns with great accuracy. She charges 6 gp per day for her services aboard ship.

1ST CLASS NAVIGATOR   CR 3

XP 800
Female halfling adept 5
CG Small humanoid (halfling)
Init +2; **Perception** +4

DEFENSE

AC 14, touch 13, flat-footed 12 (+1 armor, +2 Dex, +1 size)
hp 27 (5d6+10)
Fort +6; **Ref** +4; **Will** +7; +2 vs. fear

OFFENSE

Speed 20 ft.
Melee spear +1 (1d6–2 /x3)
Ranged light crossbow +5 (1d6/19–20)
Adept Spells Prepared (CL 5th):
    2nd—*delay poison, see invisibility*
    1st—*bless, cure light wounds, sleep* (DC 13)
    0—*create water, detect magic, purify food and drink*

STATISTICS

Str 6, **Dex** 14, **Con** 14, **Int** 16, **Wis** 14, **Cha** 12
Base Atk +2; **CMB** −1; **CMD** 11
Feats Great Fortitude, Skill Focus (Knowledge [geography]), Skill Focus (Survival)
Skills Acrobatics +6 (+2 jump), Climb +6, Heal +10, Knowledge (geography) +14, Knowledge (nature) +11, Perception +4, Profession (sailor) +8, Survival +13, Swim +0; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception
Languages Aquan, Common, Halfling, 2 additional
SQ summon familiar (lizard)
Gear spear, light crossbow with 10 bolts, *bracers of armor +1, hand of the mage, pearl of power (1st level)*

LIZARD FAMILIAR   CR —

XP —
Pathfinder Roleplaying Game Bestiary "Familiar, Lizard"
N Tiny magical beast
Init +2; **Senses** low-light vision; **Perception** +1

DEFENSE

AC 17, touch 14, flat-footed 15 (+2 Dex, +3 natural, +2 size)
hp 13 (5 HD)
Fort +1; **Ref** +4; **Will** +5
Defensive Abilities improved evasion

OFFENSE

Speed 20 ft., climb 20 ft.
Melee bite +6 (1d3–4)
Space 2-1/2 ft.; **Reach** 0 ft.
Special Attacks deliver touch spells

STATISTICS

Str 3, **Dex** 15, **Con** 8, **Int** 8, **Wis** 12, **Cha** 2
Base Atk +2; **CMB** +2; **CMD** 8
Feats Weapon Finesse
Skills Acrobatics +15, Climb +16, Heal +6, Knowledge (geography) +4, Knowledge (nature) +4, Profession (sailor) +4, Stealth +14, Survival +6, Swim +1; **Racial Modifiers** +8 Acrobatics

Languages empathic link, speak with master
SQ share spells

Bon: Bon's mother murdered his father, a renowned cartographer, while she was in a drug-addled psychosis. For her crime she was hanged by the neck until dead, leaving her child all alone in an alien world. Scarred by this hellish upbringing, Bon loses himself in his father's age-yellowed charts, finding interaction with human beings difficult and uncomfortable. A gangly teen, Bon rarely makes eye contact with anyone and shies away from large groups. If placed in an uncomfortable situation, he either flees or aggressively lashes out, sometimes without apparent provocation. While his mental condition means he can be difficult to work with, his employers soon find that he is an instinctive savant when it comes to geographical knowledge, natural history, and other obscure lore. Bon works for as little as 2 gp a day, still unaware of the true value of his skills.

BON   CR 1/3

XP 135
Male human commoner 2
N Medium humanoid (human)
Init +1; **Perception** +3

DEFENSE
AC 11, touch 11, flat-footed 10 (+1 Dex)
hp 9 (2d6+2)
Fort +1; **Ref** +1; **Will** −2

OFFENSE
Speed 30 ft.
Melee unarmed strike −1 (1d3−2)

STATISTICS
Str 6, **Dex** 12, **Con** 12, **Int** 20, **Wis** 6, **Cha** 4
Base Atk +1; **CMB** −1; **CMD** 10
Feats Skill Focus (Knowledge [geography]), Skill Focus (Knowledge [nature])[B]
Skills Climb +3, Escape Artist +3, Knowledge (geography) +17, Knowledge (nature) +17, Perception +3, Sense Motive +0, Stealth +3, Survival +7, Swim +3
Languages Common
SQ savant
Combat Gear *potion of cure light wounds*; **Other Gear** maps and charts, coral bracelet (25 gp)

SPECIAL ABILITIES
Savant (Ex): Bon has rare abilities when it comes to navigation. He always treats Knowledge (geography), Knowledge (nature), and Survival as class skills; in addition, he receives a +4 circumstance bonus to each of those skills. However, he suffers a −4 penalty to both Wisdom and Charisma. These bonuses and penalties are already factored into his stat block.

Koilofferros Hitch: A burly, scar-covered minotaur, Koilofferros spent his youth as a slave, laboring on the stench-ridden docks of Port Shaw. "Hitch" won his freedom after a bare-fisted bout with a great white shark in a gladiatorial blood-den beneath the Elephant and Wheelbarrow, a now defunct dockside eatery. Ever since, he has ridden the waves aboard a ship, earning his keep with his uncanny sense of direction. The big minotaur is a periodic alcoholic and, when not at sea, is most likely to be found drinking himself into a stupor in a filthy dockside tavern. He sobers up the moment his hooves hit deck, and remains a gently spoken teetotaler for the duration of any voyage that will have him. The burly minotaur charges 240 gp per day for his services.

KOILOFFERROS HITCH   CR 7

XP 3,200
Male minotaur druid of Quell 5 (*Pathfinder Roleplaying Game Bestiary* "Minotaur")
CN Large monstrous humanoid
Init +1; **Senses** darkvision 60 ft.; **Perception** +14

DEFENSE
AC 17, touch 11, flat-footed 16 (+1 deflection, +1 Dex, +6 natural, −1 size)
hp 115 (6d10+30 plus 5d8+25 plus 55)
Fort +14, **Ref** +10, **Will** +12; +4 vs. fey and plant–targeted effects
Defensive Abilities natural cunning, resist nature's lure

OFFENSE
Speed 30 ft.
Melee *+1 greataxe* +12/+7 (3d6+5 /x3), gore +11 (1d6+1)
Space 10 ft.; **Reach** 10 ft.
Special Attacks powerful charge (gore, 2d6+5), storm burst (1d6+2 nonlethal damage, 5/day), wild shape 5 hours/day
Druid Spells Prepared (CL 5th):
  3rd—*call lightning*[D] (DC 15 [13 +2 Wis]), *dominate animal* (DC 15), *quench, water breathing*
  2nd—*delay poison, fog cloud*[D], *heat metal, hold animal* (DC 14)
  1st—*entangle* (DC 13), *longstrider, obscuring mist*[D], *produce flame, speak with animals*

0 (at will)—*create water, detect magic, detect poison, mending*

D Domain spell; **Domain** Weather

STATISTICS

Str 17, **Dex** 12, **Con** 20, **Int** 9, **Wis** 14, **Cha** 8

Base Atk +9; **CMB** +13; **CMD** 25

Feats Alertness, Great Fortitude, Improved Bull Rush, Lightning Reflexes, Natural Spell, Power Attack

Skills Climb +9, Handle Animal +7, Heal +9, Intimidate +5, Knowledge (nature) +9, Linguistics +0, Perception +14, Profession (sailor) +8, Sense Motive +4, Stealth +3, Survival +14; **Racial Modifiers** +4 Perception, +4 Survival

Languages Common, Giant

SQ nature bond (Weather domain), nature sense, trackless step, wild empathy +4, woodland stride

Gear *+1 greataxe, ring of protection +1, amulet of natural armor +1, cloak of resistance +1*

SPECIAL ABILITIES

Natural Cunning (Ex) Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.

James Wetheril, Esquire: An erstwhile student from the Royal Naval College, James Wetheril was expelled for seditious incitement against the aristocracy. A natural demagogue eager to better the lot of the common man, James' impulsive enthusiasm often gets him into situations beyond his control. Tall and well groomed, with a pencil-thin moustache, James' pale skin betrays his lack of experience on rolling decks under the burning sun. Sickly by nature, compassionate priests have twice healed James when illness brought the scholar near to death's door.

JAMES WETHERIL, ESQUIRE   CR 5

XP 1,600

Male human bard 6

NG Medium humanoid (human)

Init +2; **Perception** +7

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 armor, +1 deflection, +2 Dex, +1 dodge)

hp 18 (6d8–12)

Fort +0; **Ref** +7; **Will** +6; +4 vs. bardic performance, language-dependent, and sonic;

OFFENSE

Speed 30 ft.

Melee *+1 rapier* +7 (1d6+1 /18–20)

Ranged mwk pistol +7 (1d10/x3)

Special Attacks bardic performance 24 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +2, suggestion)

Bard Spells Known (CL 6th)

2nd (4/day)—*detect thoughts* (DC 16), *glitterdust* (DC 16), *hold person* (DC 16), *tongues*

1st (5/day)—*charm person* (DC 15), *expeditious retreat*, *hideous laughter* (DC 15), *silent image* (DC 15)

0 (at will)—*dancing lights, detect magic, know direction, lullaby* (DC 14), *mage hand, summon instrument*

STATISTICS

Str 10, **Dex** 14, **Con** 7, **Int** 14, **Wis** 12, **Cha** 18

Base Atk +4; **CMB** +4; **CMD** 18

Feats Dodge, Extra Performance[B], Persuasive, Weapon Finesse

Skills Appraise +11, Bluff +13, Diplomacy +15, Intimidate +6, Knowledge (arcana) +11, Knowledge (dungeoneering) +9, Knowledge (engineering) +9, Knowledge (geography) +14, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nature) +10, Knowledge (nobility) +9, Knowledge (planes) +9, Knowledge (religion) +9, Perception +7, Perform (oratory) +13, Perform (sing) +13, Spellcraft +11, Survival +2

Languages Common, Draconic, Elven

SQ bardic knowledge +3, lore master 1/day, versatile performance (oratory, sing)

Combat Gear *potion of invisibility*; **Other Gear** masterwork studded leather, *+1 rapier*, masterwork pistol with 10 bullets, *ring of protection +1*

Chaplains
3rd Class Chaplain

An NPC hired as a 3rd class Chaplain typically charges 2 gp per day at sea.

3RD CLASS CHAPLAIN   CR 1

XP 400

Female human expert 3

NG Medium humanoid (human)

Init +1; **Perception** +7

DEFENSE

AC 12, touch 11, flat-footed 11 (+1 armor, +1 Dex)

hp 13 (3d8)   **Fort** +3; **Ref** +2; **Will** +4

OFFENSE

Speed 30 ft.

Melee club +1 (1d6–1)

Ranged blowgun +3 (1d2)

STATISTICS

Str 8, **Dex** 12, **Con** 10, **Int** 14, **Wis** 13, **Cha** 17

Base Atk +2; **CMB** +1; **CMD** 12

Feats Great Fortitude[B], Skill Focus (Knowledge [religion]), Weapon Finesse

Skills Diplomacy +9, Handle Animal +9, Knowledge (arcana) +8, Knowledge (planes) +8, Knowledge (religion) +11, Linguistics +8, Perception +7, Sense Motive +7, Spellcraft +8, Swim +5

Languages Aquan, Celestial, Common, Dwarven, Giant, Orc

Combat Gear 3 *potions of cure light wounds*, *potion of protection from arrows*, 2 *potions of sanctuary*; **Other Gear** masterwork padded armor, club, blowgu, with 10 darts, holy symbol of Quell, gold ring with small pearl (75 gp)

2nd Class Chaplain

A 2nd class Chaplain charges 3 gp per day to tend to the spiritual needs of the crew.

2ND CLASS CHAPLAIN   CR 3

XP 800

Male elf oracle 4 (*Pathfinder Roleplaying Game Advanced Player's Guide* "Oracle")

N Medium humanoid (elf)

Init +2; **Senses** low-light vision; **Perception** +3

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +2 Dex, +1 dodge)

hp 29 (4d8+4 plus 4)

Fort +2; **Ref** +3; **Will** +5; +2 vs. enchantments

Resist cold 5

OFFENSE

Speed 30 ft.

Melee mwk shortspear +3 (1d6–1)

Ranged mwk heavy crossbow +6 (1d10/19–20)

Oracle Spells Known (CL 4th):

2nd (4/day)—*cure moderate wounds, delay poison, slipstream*†

1st (7/day)—*bless, cure light wounds, remove fear, sanctuary, touch of the sea*†

0 (at will)—*create water, detect magic, ghost sound* (DC 13), *guidance, mage hand, purify food and drink, read magic, spark* (DC 13)

Mystery waves

STATISTICS

Str 8, **Dex** 15, **Con** 12, **Int** 12, **Wis** 12, **Cha** 16

Base Atk +3; **CMB** +2; **CMD** 15

Feats Dodge, Self-Sufficient

Skills Diplomacy +10, Heal +10, Knowledge (religion) +8, Perception +3, Spellcraft +8 (+10 identify magic item properties), Survival +7; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

Languages Aquan, Common, Elven

SQ elven magic, oracle's curse (haunted), revelations (fluid travel, icy skin), weapon familiarity

Gear masterwork hide armor, mwk shortspear, mwk heavy crossbow, with 10 bolts, holy symbol, coral necklace (25 gp), 6 gp

† See *Pathfinder Roleplaying Game Advanced Player's Guide*

1st Class Chaplain

A 1st class Chaplain charges 6 gp per day for his services while at sea.

1ST CLASS CHAPLAINCR 4

XP 1,200

Female half-orc adept 6

NE Medium humanoid (orc)

Init +0; **Senses** darkvision 60 ft.; **Perception** +4

DEFENSE

AC 11, touch 10, flat-footed 11 (+1 armor)

hp 33 (6d6+6 plus 6)

Fort +6; **Ref** +3; **Will** +10

Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.

Melee mwk punching dagger +5 (1d4+1 /x3)

Ranged dart +3 (1d4+1)

Adept Spells Prepared (CL 6th):

2nd—*bull's strength, scorching ray*

1st—*bless, burning hands* (DC 15), *sleep* (DC 15)

0—*create water, detect magic, read magic*

STATISTICS

Str 12, **Dex** 10, **Con** 13, **Int** 8, **Wis** 18, **Cha** 14

Base Atk +3; **CMB** +4; **CMD** 14

Feats Deceitful, Great Fortitude, Toughness

Skills Bluff +7, Disguise +4, Heal +11, Intimidate +4, Knowledge (religion) +5, Spellcraft +4; **Racial Modifiers** +2 Intimidate

Languages Common, Orc

SQ orc blood, summon familiar (currently none), weapon familiarity

Combat Gear *potion of cure moderate wounds, wand of cure light wounds* (22 charges); **Other Gear** mwk punching dagger, dart, *cloak of resistance +1, bracers of armor +1*

Anthony Blatcher: An angular giant of a man with a shock of tangled red hair, Anthony Blatcher towers nearly seven feet tall. Skilled at brewing and distillation, he often brings his bronze still along on long voyages to ensure a steady supply of stomach-stripping liquors. These potent libations have become so infamous on the Razor that inebriated sailors along its length have coined a ditty in his honor. Blatcher charges 30 gp per day for his services — which includes supplying rum and other potent beverages.

ANTHONY BLATCHER   CR 5

XP 1,600

Male human cleric of Pekko 6

CG Medium humanoid (human)

Init +1; **Perception** +4

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 30 (6d8)

Fort +8; **Ref** +4; **Will** +10

OFFENSE

Speed 40 ft.

Melee quarterstaff +5 (1d6+1)

Ranged javelin +5 (1d6+1)

Special Attacks channel positive energy 5/day (DC 15, 3d6)

Domain Spell-Like Abilities (CL 6th)

  7/day—*calming touch* (1d6+6)

Cleric Spells Prepared (CL 6th):

  3rd—*dispel magic, fly*^D, *invisibility purge, searing light*

  2nd—*aid, consecrate, locate object*^D, *owl's wisdom, remove paralysis*

  1st—*bless, comprehend languages, longstrider*^D, *remove fear, sanctuary*

  0 (at will)—*create water, detect magic, purify food and drink, stabilize*

^D Domain spell; **Domains** Community, Travel

STATISTICS

Str 12, **Dex** 13, **Con** 10, **Int** 8, **Wis** 19, **Cha** 14

Base Atk +4; **CMB** +5; **CMD** 16

Feats Brew Potion, Endurance^B, Great Fortitude, Skill Focus (Profession [brewer])

Skills Diplomacy +8, Heal +10, Knowledge (religion) +6, Perception +4, Profession (brewer) +16, Spellcraft +4

Languages Common

SQ agile feet (7/day), aura

THAT BLATCHER'S RUM

Gods made the sugarcane grow where it's hot,
And teetotal abstainers to grow where it's not,
Let the Sin Boson warn of perdition to come,
We'll drink it, and chance it, so bring on the rum.

REFRAIN

Rum Rum, That Blatcher's Rum,
Will tan your insides and grow hair on your bum,
Let the Blue Ribbon beat on his old empty drum
Or his waterlogged belly, we'll stick to our rum.

These are men who drink it, hard men indeed,
Men of the pirating old-time hairy-necked breed,
They shave with their axes, they dress in old rags,
They feed on old boots, they sleep on old bags.
Dull care flies away when their voices resound,
And the grass shrivels up when they spit on the ground.

REFRAIN

When they finally die and are sunk in the clay,
Their bodies are pickled and never decay,
On the morning of judgment, when the skies
are rolled back,
They'd stroll from their graves up the long golden track,
And their voices would echo throughout Kingdom Come,
As they toast the Archons in That Blatcher's Rum!

REFRAIN

Combat Gear *potion of remove blindness/deafness, potion of remove curse, potion of remove disease, javelin of lightning*; **Other Gear** *+1 chain shirt*, quarterstaff, javelin, *cloak of resistance +1*

Droxi Warspite: A misshapen mess of scars and dwarven muscle, Droxi is wanted for murder in at least five Razor Coast ports, although that number should be many more. Bile-fueled hate drives this murderous priestess of

the church of Dajobas. From her mouth filled with broken, black teeth to her hob-nailed boots, Droxi oozes malice as she pursues a bloody one-dwarf pogrom against the world. Should Droxi find work aboard a ship, she insists on 15 gp per day in payment — though odds are high that by the end of the voyage, she will have slain everybody aboard anyway.

DROXI WARSPITE CR 5

XP 1,600

Female dwarf cleric of Dajobas 4/fighter 2

CE Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft.; **Perception** +4

DEFENSE

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex) (+4 dodge vs. giants)

hp 49 (2d10+4 plus 4d8+8 plus 4)

Fort +9; **Ref** +2; **Will** +7; +2 vs. poison, spells, and spell–like abilities; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.

Melee +1 warhammer +10 (1d8+4 /x3)

Ranged mwk pistol +7 (1d10/x3)

Special Attacks channel negative energy 1/day (DC 10, 2d6), destructive smite (+2, 6/day), +1 on attack rolls against goblinoid and orc humanoids

Domain Spell-Like Abilities (CL 4th):

6/day—icicle (1d6+2 cold damage)

Cleric Spells Prepared (CL 4th):

2nd—death knell (DC 15), hold person (DC 15), shatter^D (DC 15), spiritual weapon

1st—bane (DC 14), cause fear (DC 14), doom (DC 14), protection from good, true strike^D

0 (at will)—bleed (DC 13), detect magic, guidance, resistance

^DDomain spell; **Domains** Destruction, Water

STATISTICS

Str 16, **Dex** 12, **Con** 15, **Int** 10, **Wis** 17, **Cha** 6

Base Atk +5; **CMB** +8; **CMD** 19 (23 vs. bull rush and trip)

Feats Combat Casting, Improved Bull Rush^B, Intimidating Prowess, Power Attack, Weapon Focus (warhammer)^B

Skills Intimidate +7, Knowledge (religion) +9, Perception +4 (+6 unusual stonework), Spellcraft +5; **Racial Modifiers** +2 Appraise nonmagical metals or gemstones, +2 Perception unusual stonework

Languages Common, Dwarven

SQ aura

Combat Gear potion of bull's strength, wand of cure light wounds (44 charges); **Other Gear** +1 chainmail, +1 warhammer, masterwork pistol with 15 bullets, silver holy symbol, black pearl nose ring (25 gp), obsidian lip piercing (10 gp)

Deacon Robert Calarnius: An impoverished starving youth from the slums of Port Shaw, the unscrupulous Robert "Bobby" Twine found the remains of an initiate of Quell lying face-down in a sewage-filled gutter. Bobby stripped the corpse, dressed himself in the robes and left his old name behind to begin a new, counterfeit life in the clergy.

Now in his early forties, Robert has become a gaunt, severe-looking man, wearing the authoritative robes of office like a second skin. Robert lacks divine power, but has politicked his way through the ranks to be appointed deacon of the Port Shaw church. He hides his divine impotence through his use of magic items and well-constructed fabrications. Robert is a ruthless administrator and politician, holding his position in the church through a mixture of fear and respect. The good deacon demands 100 gp per day to ply his trade aboard a ship.

DEACON ROBERT CALARNIUS   CR 11

XP 12,800

Male middle-aged human rogue 12

N Medium humanoid (human)

Init +6; **Perception** +16

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 57 (12d8)

Fort +6; **Ref** +10; **Will** +8

Defensive Abilities evasion, improved uncanny dodge, trap sense +4

OFFENSE

Speed 30 ft.

Melee +1 frost dagger +12/+7 (1d4 plus 1d6 cold/19–20)

Special Attacks sneak attack +6d6

STATISTICS

Str 8, **Dex** 14, **Con** 10, **Int** 14, **Wis** 14, **Cha** 24

Base Atk +9; **CMB** +8; **CMD** 20

Feats Combat Expertise, Deceitful^B, Great Fortitude, Improved Initiative, Iron Will, Persuasive, Skill Focus (Knowledge [religion]), Weapon Finesse^B

Skills Acrobatics +10, Bluff +25, Climb +7, Diplomacy +20,

Disguise +20, Escape Artist +10, Heal +5, Intimidate +20, Knowledge (local) +7, Knowledge (religion) +12, Linguistics +8, Perception +16, Sense Motive +16, Sleight of Hand +16, Spellcraft +8, Stealth +16, Survival +9, Swim +13, Use Magic Device +21

Languages Aquan, Celestial, Common, Draconic, Elven, Tulita

SQ rogue talents (bleeding attack +6, crippling strike, finesse rogue, slow reactions, surprise attack, trap spotter), trapfinding +6

Combat Gear *bead of force, potion of cure moderate wounds, potion of invisibility, potion of bull's strength, scroll of remove disease, wand of cure light wounds* (29 charges); **Other Gear** *+2 leather armor, +1 frost dagger, headband of alluring charisma +2*, holy symbol of quell, priest's robes, 38 gp

Surgeons

3rd Class Surgeon

Working for 2 gp per day, a 3rd class Surgeon does her best to patch the crew up as quickly as possible.

3RD CLASS SURGEON   CR 1

XP 400

Female middle-aged human expert 3

NG Medium humanoid (human)

Init +0; **Perception** +10

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 armor)

hp 10 (3d8–3)

Fort +0; **Ref** +1; **Will** +7

OFFENSE

Speed 30 ft.

Melee light mace +0 (1d6–2)

Ranged light crossbow +2 (1d8/19–20)

STATISTICS

Str 7, **Dex** 11, **Con** 9, **Int** 14, **Wis** 18, **Cha** 15

Base Atk +2; **CMB** +0; **CMD** 10

Feats Magical Aptitude, Persuasive, Skill Focus (Heal)[B]

Skills Diplomacy +10, Heal +13, Intimidate +4, Knowledge (history) +7, Knowledge (religion) +8, Perception +10, Perform (sing) +3, Perform (string) +4, Profession (sailor) +8, Sense Motive +10, Spellcraft +10, Survival +10, Use Magic Device +10

Languages Common, Elven, Orc

Combat Gear *wand of cure light wounds* (37 charges); **Other Gear** chain shirt, light mace, light crossbow, with 10 bolts, lute, wooden holy symbol, gold ring with small ruby (75 gp), 8 gp, 32 sp

2nd Class Surgeon

A 2nd class Surgeon works for 3 gp per day while at sea.

2ND CLASS SURGEON   CR 2

XP 600

Male gnome expert 4

N Small humanoid (gnome)

Init +1; **Senses** low-light vision; **Perception** +14

DEFENSE

AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size) (+4 dodge vs. giants)

hp 18 (4d8)

Fort +2; **Ref** +3; **Will** +8; +2 vs. illusions

OFFENSE

Speed 20 ft.

Melee dagger +3 (1d3–1/19–20)

Ranged light crossbow +5 (1d6/19–20)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids

Spell-Like Abilities (CL 4th):

1/day—*dancing lights, ghost sound* (DC 13), *prestidigitation, speak with animals*

STATISTICS

Str 8, **Dex** 13, **Con** 10, **Int** 12, **Wis** 16, **Cha** 16

Base Atk +3; **CMB** +1; **CMD** 12

Feats Alertness, Skill Focus (Heal)

Skills Appraise +8, Bluff +10, Diplomacy +10, Heal +15, Knowledge (nature) +8, Knowledge (religion) +8, Perception +14, Profession (sailor) +9, Sense Motive +11; **Racial Modifiers** +2 Perception, +2 Profession (sailor)

Languages Common, Gnome, Tulita

Gear dagger, light crossbow with 10 bolts, *cloak of resistance +1*, 3 *bandages of rapid recovery*†, *soul soap*†, healer's kit, 613 gp

† See *Pathfinder Roleplaying Game Advanced Player's Guide*

1st Class Surgeon

A 1st class Surgeon is skilled in the arts of healing, and charges 6 gp per day for her services while at sea.

1ST CLASS SURGEON   CR 3

XP 800

Female middle-aged half-orc adept 5

N Medium humanoid (orc)

Init –2; **Senses** darkvision 60 ft.; **Perception** +6

DEFENSE

AC 10, touch 9, flat-footed 10 (+1 armor, +1 deflection, –2 Dex)

hp 17 (5d6)

Fort +3, **Ref** −1, **Will** +8

Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.

Melee heavy mace +2 (1d8)

Adept Spells Prepared (CL 5th):

2nd—*aid, resist energy*

1st—*command, sleep* (DC 15)

0—*create water, detect magic, touch of fatigue* (DC 14)

STATISTICS

Str 11, **Dex** 7, **Con** 10, **Int** 14, **Wis** 18, **Cha** 15

Base Atk +2; **CMB** +2; **CMD** 11

Feats Animal Affinity, Great Fortitude, Skill Focus (Heal)

Skills Handle Animal +9, Heal +15, Intimidate +4, Knowledge (nature) +8, Perception +6, Ride +3, Spellcraft +10, Survival +12; **Racial Modifiers** +2 Intimidate

Languages Aquan, Common, Gnoll, Orc

SQ orc blood, weapon familiarity

Combat Gear *wand of cure light wounds* (50 charges); **Other Gear** padded armor, *ring of protection +1*

   Mesmer Kriss: On the surface, Mesmer Kriss appears an unflappable mercenary surgeon, willing to ply his trade aboard any ship willing to meet his price. Now in his early fifties, his hair is white with age. In his decades at sea, Mesmer has served pirate kings, lowly bulk traders, and royal admirals. The veteran surgeon has, in fact, served with distinction for fifteen years as a spy for a distant land, studying ship movements and port defenses. His handlers contact him through numerous cunning stratagems, such as placing a pile of flotsam with an unconscious, marooned sailor in the path of his vessel. Taken on board, he is placed under the care of the ship's surgeon and messages are exchanged. The mysterious sailor soon slips away, using a *potion of water breathing* to rendezvous with his original ship — or simply dies in Mesmer's care. Mesmer's long career and sterling reputation allows him to charge 24 gp per day.

MESMER KRISS   CR 6

XP 2,400

Male old human rogue 7

NE Medium humanoid (human)

Init +0; **Perception** +15

DEFENSE

AC 11, touch 11, flat-footed 11 (+1 deflection)

hp 28 (7d8−7)

Fort +2; **Ref** +6; **Will** +8

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft.

Melee *+1 dagger* +6 (1d4−2/19−20)

Special Attacks sneak attack +4d6

STATISTICS

Str 5, **Dex** 10, **Con** 9, **Int** 12, **Wis** 20, **Cha** 16

Base Atk +5; **CMB** +2; **CMD** 13

Feats Deceitful, Persuasive, Skill Focus (Heal), Skill Focus (Profession [spy]), Weapon Finesse[B], Seaworthy[B]

Skills Bluff +15, Diplomacy +15, Disable Device +10, Disguise +11, Escape Artist +7, Heal +17, Intimidate +5, Knowledge (local) +11, Perception +15 (+17 sight−based checks at sea), Profession (spy) +18, Profession (sailor) +7, Sense Motive +15, Sleight of Hand +10, Stealth +10 **Languages** Common, Tulita

SQ rogue talents (bleeding attack +4, fast stealth, finesse rogue), trapfinding +3

Combat Gear 2 *potions of cure light wounds*, *potion of water breathing*; **Other Gear** *+1 dagger*, *ring of protection +1*, *cloak of resistance +1*, healer's kit, maps and charts, strongbox with key

   Ro'nokko: Ro'nokko is a proud Tulita shaman drawn from the Turtle tribe of Kakeou Island. He travels among the "civilized" peoples to teach them the error of their ways and to proselytize amongst the ignorant outsiders, hoping to save them from their savage "devil-worship." Ro'nokko is tall and covered in a mosaic of tattoos and ritual scars from ceremonial inter-clan battles. He has a brilliant-toothed smile, and more rarely, a dark scowl — reserved for unbelievers and naughty children.

RO'NOKKO   CR 4

XP 1,200

Male human (Tulita) druid of Turtle 5

NG Medium humanoid (human)

Init +5; **Perception** +4

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +1 Dex, +1 dodge)

hp 36 (5d8+10)

Fort +6; **Ref** +3; **Will** +9; +4 vs. fey and plant−targeted effects

Defensive Abilities resist nature's lure

OFFENSE

Speed 30 ft.

Melee quarterstaff +5 (1d6+3)

Special Attacks wild shape 5 hours/day

Druid Spells Prepared (CL 5th):

3rd—*quench, water breathing*

2nd—*barkskin, gust of wind, warp wood*

1st—*calm animals* (DC 15), *entangle* (DC 15), *magic fang, speak with animals*

0 (at will)—*create water, detect magic, light, stabilize*

STATISTICS

Str 14, **Dex** 13, **Con** 12, **Int** 8, **Wis** 19, **Cha** 10

Base Atk +3; **CMB** +5; **CMD** 17

Feats Dodge, Improved Initiative, Skill Focus (Heal), Toughness[B]

Skills Climb +7, Handle Animal +8, Heal +15, Knowledge (nature) +9, Spellcraft +5, Survival +11, Swim +8

Languages Common, Tulita

SQ nature bond (animal companion), nature sense, trackless step, wild empathy +5, woodland stride

Combat Gear *potion of invisibility, scroll of lesser restoration,* 2 *scrolls of remove disease, wand of cure light wounds* (39 charges); **Other Gear** *+1 leather armor,* quarterstaff, *cloak of resistance +1*

SE'LEINO CR —

XP —

Dolphin animal companion (*Pathfinder Roleplaying Game Bestiary* "Dolphin")

N Medium animal

Init +3; **Senses** blindsight 120 ft., low-light vision; **Perception** +9

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 37 (5d8+15)

Fort +6; **Ref** +7; **Will** +4

Defensive Abilities evasion

OFFENSE

Speed swim 80 ft.

Melee slam +6 (1d4+3)

STATISTICS

Str 14, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +5; **CMD** 18

Feats Iron Will, Toughness, Weapon Finesse

Skills Acrobatics +7, Perception +9, Stealth +8, Swim +14; **Racial Modifiers** +4 Perception

SQ hold breath, link, share spells, hold breath

Hold Breath (Ex) A dolphin can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

 Septamoré: Septamoré is a gorgeous, outgoing dryad with brown skin and a mane of green pine-needle hair. For long centuries, she longed to travel and see the world but was bound to her tree, a gigantic, ramrod-straight pine. Five years ago she took a powerful wizard as a lover. Before their parting, the mage gave Septamoré a magnificent gift — an enchanted silver mast-brace that replaces an existing ship's mast with her massive, living pine tree. The brace provides nutrition for the tree and allows the dryad to travel anywhere a ship does and to see the world at long last.

SEPTAMORÉ CR 8

XP 4,800

Female dryad cleric of Quell 8 (*Pathfinder Roleplaying Game Bestiary* "Dryad")

CG Medium fey

Init +6; **Senses** low-light vision; **Perception** +14

DEFENSE

AC 22, touch 16, flat-footed 16 (+2 armor, +6 Dex, +4 natural)

hp 85 (6d6+12 plus 8d8+16)

Fort +14; **Ref** +17; **Will** +18

DR 5/cold iron

Weaknesses tree dependent

OFFENSE

Speed 40 ft.

Melee dagger +15/+10 (1d4–1/19–20)

Ranged mwk longbow +16/+11 (1d8/[XXTS]3)

Special Attacks channel positive energy 9/day (DC 20, 4d6)

Spell-Like Abilities (CL 6th):

Constant—*speak with plants*

At will—*entangle* (DC 17), *tree shape, wood shape* (1 lb. only)

3/day—*charm person* (DC 17), *deep slumber* (DC 19), *tree stride*

1/day—*suggestion* (DC 19)

Domain Spell-Like Abilities (CL 8th):

8/day—*resistant touch*

At Will—*dimensional hop* (80 feet/day)

Cleric Spells Prepared (CL 8th):

4th—*death ward, dimension door*[D], *neutralize poison, summon monster IV*

3rd—*blindness/deafness* (DC 18), *create food and water, fly*^D, *prayer, water walk*

2nd—*aid, calm emotions* (DC 17), *enthrall* (DC 17), *hold person* (DC 17), *shield other*^D

1st—*bless, doom* (DC 16), *entropic shield, hide from undead, protection from evil, remove fear, sanctuary*^D

0 (at will)—*detect magic, detect poison, guidance, stabilize*

D Domain spell; **Domains** Protection, Travel

STATISTICS

Str 8, **Dex** 22, **Con** 15, **Int** 14, **Wis** 20, **Cha** 22

Base Atk +9; **CMB** +8; **CMD** 24

Feats Great Fortitude, Lightning Reflexes, Selective Channeling, Self-Sufficient, Skill Focus (Heal), Stealthy, Weapon Finesse

Skills Climb +8, Craft (wood) +16, Escape Artist +17, Handle Animal +12, Heal +28, Knowledge (arcana) +10, Knowledge (geography) +10, Knowledge (nature) +11, Knowledge (religion) +15, Perception +14, Spellcraft +11, Stealth +17, Survival +13, Swim +7; **Racial Modifiers** +6 Craft (wood)

Languages Common, Elven, Sylvan; *speak with plants*

SQ agile feet (8/day), aura, aura of protection (+1 deflection, energy resistance 5, 8 rounds/day), tree meld, wild empathy, woodcraft

Combat Gear *scroll of remove blindness/deafness, scroll of remove curse, scroll of remove disease, scroll of restoration, wand of cure light wounds* (41 charges); **Other Gear** dagger, masterwork longbow with 20 arrows, *amulet of natural armor +1, cloak of resistance +1, bracers of armor +2*

SPECIAL ABILITIES

Tree Meld (Su) A dryad can meld with any tree, similar to how the spell *meld into stone* functions. She can remain melded with a tree as long as she wishes.

Tree Dependent (Su) A dryad is mystically bonded to a single, enormous tree and must never stray more than 300 yards from it. Most dryad trees are oak trees, but other trees function as well (often having subtle influences on a specific dryad's personality and appearance). A dryad who moves 300 yards beyond her bonded tree immediately becomes sickened. Every hour thereafter, she must make a DC 15 Fortitude save to resist becoming nauseated for an hour. A dryad that is out of range of her bonded tree for 24 hours takes 1d6 points of Constitution damage, and another 1d6 points of Constitution damage every day that follows—eventually, this separation kills the dryad. A dryad can forge a new bond with a new tree by performing a 24-hour ritual and making a successful DC 20 Will save.

Wild Empathy (Su) This works like the druid's wild empathy class feature, except the dryad has a +6 racial bonus on the check. Dryads with druid levels add this racial modifier to their wild empathy checks.

Woodcraft (Ex) A dryad has a +6 racial bonus to Craft checks involving wood, and is always treated as if she had masterwork artisan's woodworking tools when making such checks.

Mates

3rd Class Mate

The 3rd class Mate presented here is a gunnery sergeant; she charges 2 gp per day for her services aboard ship.

3RD CLASS GUNNERY SERGEANT   CR 2

XP 600

Female dwarf rogue 3

NG Medium humanoid (dwarf)

Init +2; **Senses** darkvision 60 ft.; **Perception** +6

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex) (+4 dodge vs. giants)

hp 26 (3d8+9)

Fort +5; **Ref** +6; **Will** +4; +2 vs. poison, spells, and spell–like abilities

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 20 ft.

Melee battleaxe +3 (1d8+1/x3)

Ranged hand crossbow +4 (1d4/19–20)

Special Attacks sneak attack +2d6, +1 on attack rolls against goblinoid and orc humanoids

STATISTICS

Str 12, **Dex** 15, **Con** 16, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 15 (19 vs. bull rush and trip)

Feats Exotic Weapon Proficiency (cannon), Iron Will

Skills Acrobatics +8, Climb +7, Disable Device +8, Intimidate +5, Knowledge (engineering) +4, Perception +6 (+8 unusual stonework), Profession (gunner) +6, Sense Motive +6, Stealth +8, Swim +7; **Racial Modifiers** +2 Appraise nonmagical metals or gemstones, +2 Perception unusual stonework

Languages Common, Dwarven, Gnome

SQ rogue talents (ledge walker), trapfinding +1

Combat Gear 2 *potion of cure light wounds*, *potion of cat's grace*; **Other Gear** masterwork studded leather, battleaxe, hand crossbow, with 20 bolts, *cloak of resistance +1*, coral and pearl headband (50 gp)

2nd Class Mate

The 2nd class Mate presented here is an Engineer. He charges 3 gp per day.

2ND CLASS ENGINEER   CR 3

XP 800

Male human alchemist 4 (*Pathfinder Roleplaying Game Advanced Player's Guide* "Alchemist")

CG Medium humanoid (human)

Init +2; **Perception** +6

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)

hp 25 (4d8+4)

Fort +5; **Ref** +6; **Will** +4; +2 vs. poison

OFFENSE

Speed 30 ft.

Melee mwk dagger +6 (1d4–1/19–20)

Ranged bomb +6 (2d6+4 fire)

Special Attacks bomb 8/day (2d6+4 fire, DC 16)

Alchemist Extracts Known (CL 4th)

2nd—*darkvision, levitate*

1st—*ant haul†, expeditious retreat, shield, touch of the sea†*

STATISTICS

Str 8, **Dex** 14, **Con** 13, **Int** 18, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +2; **CMD** 14

Feats Brew Potion^B, Iron Will^B, Skill Focus (Craft [alchemy]), Throw Anything^B, Weapon Finesse

Skills Craft (alchemy) +14, Heal +8, Knowledge (arcana) +9, Knowledge (engineering) +8, Knowledge (local) +6, Knowledge (nature) +11, Perception +6, Spellcraft +11, Stealth +4, Survival +8, Swim +3, Use Magic Device +7

Languages Aquan, Common, Draconic, Gnome, Undercommon

SQ alchemy (alchemy crafting +4, identify potions), mutagen (+4/–2, +2 natural, 40 minutes), discoveries (enhance potion 4/day, precise bombs [4 squares]), poison use, swift alchemy

Combat Gear 2 *potions of cure light wounds, potion of invisibility, potion of barkskin, potion of cat's grace, wand of unseen servant* (38 charges); **Other Gear** leather armor, masterwork dagger

† See the *Pathfinder Roleplaying Game Advanced Player's Guide*

1st Class Mate

The 1st class Mate presented here is a marine captain, and an expert at leading crew on boarding missions. She charges 8 gp per day for her services — well aware that most days, she'll get paid for lounging around and doing nothing.

1ST CLASS MARINE CAPTAIN MATE   CR 5

XP 1,600

Female half-orc warrior 7

N Medium humanoid (orc)

Init +5; **Senses** darkvision 60 ft.; **Perception** +0

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 66 (7d10++28)

Fort +8; **Ref** +3; **Will** +4

Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.

Melee *+1 longsword* +11/+6 (1d8+4/19–20)

Ranged mwk longbow +9/+4 (1d8/x3)

STATISTICS

Str 16, **Dex** 13, **Con** 16, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +7; **CMB** +10; **CMD** 21

Feats Improved Initiative, Intimidating Prowess, Iron Will, Power Attack

Skills Acrobatics +5, Climb +10, Intimidate +13, Profession (sailor) +5, Swim +8; **Racial Modifiers** +2 Intimidate

Languages Aquan, Common, Orc

SQ orc blood, weapon familiarity

Combat Gear *potion of cure moderate wounds*; **Other Gear** *mithral +1 chain shirt, +1 longsword*, masterwork longbow with 20 arrows

Brark: There's only one thing that Brark loves more than eating still-squirming humans, and that's reigning as a petty, sadistic tyrant over his crew. The manticore loves lording his power over his subordinates, but especially delights in tormenting captured crew from enemy vessels. Usually, Brark's leopard-spotted form circles around a naval engagement like a crow waiting for carrion. The manticore often affixes makeshift gunpowder bombs to his tail spikes, which he drops on his victims from a safe height. Brark demands 120 gp per day for his services, as well as one living creature per day as a meal. While he prefers humans and elves, he'll accept any living humanoid.

BRARK   CR 10

XP 9,600

Male advanced manticore fighter 4 (*Pathfinder Roleplaying Game Bestiary* "Manticore")

LE Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +13

DEFENSE

AC 25, touch 14, flat-footed 20 (+3 armor, +5 Dex, +8 natural, –1 size)

hp 119 (6d10+36 plus 4d10+24 plus 4)

Fort +17; **Ref** +13; **Will** +10; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft., fly 50 ft. (clumsy)

Melee bite +17 (1d8+9), 2 claws +16 (2d4+7)

Ranged 4 spikes +15 (1d6+7/19–20)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 24, **Dex** 20, **Con** 22, **Int** 11, **Wis** 16, **Cha** 13

Base Atk +10; **CMB** +18; **CMD** 33 (37 vs. trip)

Feats Exotic Weapon Proficiency (cannon), Flyby Attack, Hover, Improved Critical (spikes), Iron Will, Weapon Focus (spikes), Weapon Focus (bite), Weapon Specialization (bite)

Skills Fly +8, Intimidate +8, Perception +13, Survival +9 (+13 when tracking); **Racial Modifiers** +4 Perception, +4 Survival when tracking

Languages Common

SQ armor training 1

Combat Gear *potion of cure serious wounds, potion of invisibility*; **Other Gear** *cloak of resistance +2, bracers of armor +3*

SPECIAL ABILITIES

Spikes (Ex) With a snap of its tail, a manticore can loose a volley of four spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only 24 spikes in any 24-hour period.

    Lieutenant Frederico: Frederico Aloza Miguel Elon Rigerio ran out the heavy guns for over thirty years aboard the man-o-war *Infinitio* before a shower of splinters stole his sight. Short and stocky, Frederico's shrapnel ravaged face is a hideous mass of scar tissue. Featureless golden orbs now sit in his empty eye sockets, magically granting him vision. He futilely protested his honorable discharge from the Alcaldor navy, and now goes back to sea on any tub that will take him. Unmatched in commanding crew during a firefight, Frederico possesses a nearly supernatural ability to sense where enemy ships lie. Frederico expects 30 gp per day in pay for his services.

LIEUTENANT FREDERICO   CR 7

XP 3,200

Male middle-aged human fighter 8

NG Medium humanoid (human)

Init +4; **Senses** blindsight 120 ft.; **Perception** +6

DEFENSE

AC 18, touch 10, flat-footed 18 (+8 armor)

hp 72 (8d10+24)

Fort +9; **Ref** +2; **Will** +7; +2 vs. fear

Defensive Abilities bravery +2

Weaknesses blind

OFFENSE

Speed 30 ft.

Melee *+1 keen longsword* +15/+10 (1d8+5/17–20)

Ranged mwk pistol +9 (1d10/x3)

Special Attacks weapon training (heavy blades +1)

STATISTICS

Str 16, **Dex** 10, **Con** 16, **Int** 9, **Wis** 17, **Cha** 14

Base Atk +8; **CMB** +11; **CMD** 21

Feats Exotic Weapon Proficiency (cannon), Greater Weapon Focus (longsword), Improved Critical (cannon), Improved Initiative[B], Iron Will, Skill Focus (Perception)[B], Weapon Focus (cannon)[B], Exotic Weapon Proficiency (firearms)[B], Weapon Focus (longsword)[B], Weapon Specialization (cannon)[B], Exotic Weapon Proficiency (firearms)[B]

Skills Climb +7, Escape Artist +1, Intimidate +13, Knowledge (engineering) +7, Perception +6, Profession (gunner mate) +8, Swim +7

Languages Common

SQ armor training 2

Gear *+2 chainmail, +1 keen longsword*, masterwork pistol with 20 bullets

    Grazna: Grazna is far from your stereotypical gunnery sergeant. The wizened old priest looks nothing like a combat expert — in fact, she looks as though a stiff breeze could blow her overboard. Still, when the battle begins, few are prepared for what the cleric can accomplish. She animates the cannons, allowing them to load and fire themselves. Grazna can animate three Large cannons per casting of *animate objects*. Grazna works for 150 gp per day, reminding any who seek to hire her that they can save money, space, and rations by not needing to employ as many personnel to operate the cannons.

GRAZNA — CR 13

XP 25,600

Female old half-elf cleric of Belon 14

CG Medium humanoid (elf)

Init +0; **Senses** low-light vision; **Perception** +9

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 armor)

hp 38 (14d8–28)

Fort +12; **Ref** +7; **Will** +19; +2 vs. enchantments

OFFENSE

Speed 30 ft.

Melee dagger +7/+2 (1d4–3/19–20)

Special Attacks channel positive energy 5/day (DC 19, 7d6)

Domain Spell-Like Abilities (CL 14th):

At Will—*lore keeper* (36), *master's illusion* (14 rounds/day), *remote viewing* (14 rounds/day)

10/day—*copycat* (14 rounds)

Cleric Spells Prepared (CL 14th):

7th—*control weather, repulsion* (DC 24), *screen*ᴰ (DC 24), *waves of ecstasy*† (DC 24)

6th—*animate objects* (2), *blade barrier* (DC 23), *heal, mislead*ᴰ (DC 23), *word of recall*

5th—*break enchantment, flame strike* (DC 22), *insect plague, raise dead, slay living* (DC 22), *true seeing*ᴰ

4th—*confusion*ᴰ (DC 21), *death ward, dismissal* (DC 21), *holy smite* (DC 21), *summon monster IV, tongues*

3rd—*bestow curse* (DC 20), *daylight, dispel magic, invisibility purge, nondetection*ᴰ (DC 20), *prayer, water walk*

2nd—*aid, bear's endurance, hold person* (DC 19), *invisibility*ᴰ, *silence, sound burst* (DC 19)

1st—*bless, command* (DC 18), *disguise self*ᴰ, *doom* (DC 18), *endure elements, hide from undead, sanctuary*

0 (at will)—*create water, detect magic, mending, purify food and drink*

ᴰ Domain spell; **Domains** Knowledge, Trickery

STATISTICS

Str 5, **Dex** 11, **Con** 7, **Int** 17, **Wis** 24, **Cha** 14

Base Atk +10; **CMB** +7; **CMD** 17

Feats Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Exotic Weapon Proficiency (cannon), Great Fortitude, Seaworthy, Selective Channeling, Skill Focus (Knowledge [engineering])ᴮ

Skills Acrobatics +1 (+3 balancing aboard a ship), Craft (alchemy) +16, Knowledge (arcana) +11, Knowledge (dungeoneering) +7, Knowledge (engineering) +26, Knowledge (geography) +11, Knowledge (history) +7, Knowledge (local) +7, Knowledge (nature) +11, Knowledge (nobility) +7, Knowledge (planes) +7, Knowledge (religion) +20, Perception +9 (+11 sight–based checks at sea), Profession (sailor) +13, Sense Motive +20, Spellcraft +20; **Racial Modifiers** +2 Perception

Languages Aquan, Common, Draconic, Elven

SQ aura, elf blood

Combat Gear *wand of cure light wounds* (42 charges); **Other Gear** dagger, *cloak of resistance +3, bracers of armor +4, headband of mental prowess (Int, Wis) +2*

† See the *Pathfinder Roleplaying Game Advanced Ultimate Magic*

ANIMATED CANNON

For convenience, here are the stats of an animated Large cannon. If Grazna is employed on a ship using other sizes of cannon, you'll need to generate the stats accordingly based on the animated object creature in the *Pathfinder Roleplaying Game Bestiary*.

ANIMATED CANNON — CR 5

XP 1,600

Pathfinder Roleplaying Game Bestiary "Animated Object"

N Large construct

Init −1; **Senses** darkvision 60 ft., low-light vision; **Perception** −5

DEFENSE

AC 14, touch 8, flat-footed 14 (−1 Dex, +6 natural, −1 size)

hp 52 (4d10+30)

Fort +1; **Ref** +0; **Will** −4

Defensive Abilities hardness 10; **Immune** construct traits

OFFENSE

Speed 40 ft.

Melee slam +9 (1d8+9)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 22, **Dex** 8, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +4; **CMB** +11; **CMD** 20

SQ construct points (faster, metal)

An animated cannon can load itself 1 action faster than a standard crew could load it. For example, a 6-pounder cannon normally requires a crew of 3 to take a full-round action to load; the object can instead load itself as a standard action. Similarly, a 12-pounder cannon (a Huge object) normally requires 2 full-round actions for a crew of 5. If animated, it can load itself as one full-round action.

SHIP RECORD SHEET

Ship Name:_____

Ship Owner:_____

Rigging Locations:____   Hull Locations:____

	Score	Modifier
Strength 26 + (HL x 4)		
Dexterity 10 + RL - HL		

Maneuverability:_____   Modifier: _____

Carrying Capacity:

Light	Medium 2 x Light
Heavy 3 x Light	Sink 5 x Light

TOTAL WEIGHT [_____]

Below Waterline

HULL LOCATIONS

HULL AC: 2 + DEX

Location	HP Max	HP Current	Equipment	Weight
				TOTAL WEIGHT

BELOW WATERLINE LOCATION | Current Damage | | Leak Rate | | **AC:** 10 + DEX or 2+ Dex
Weight of Water

RIGGING LOCATIONS

RIGGING AC: 8 + DEX

Location	HP Max	HP Current	Rigging Type	Crew Required	In Irons	Close Hauled	Beam Reach	Broad Reach	Running	Weight
			Wind Force							
			Oars / Engine							
			Hull Drag HL x -10							
			Maximum Speed Sails + Wind Force + Oars/Engines - Drag							
			Minimum Speed ½ x (Sails + Wind Force) - Drag							
									TOTAL WEIGHT	

LEADERS

Captain

Captain's Name:_____

Sailing Bonus — Profession (sailor) + Maneuverability modifier	☐	Initiative ☐	Charisma ☐
Ship Hide modifier — Hide – 16 x # of Locations	☐		

Loyalty

Loyalty ☐ =

Leader Ability Modifiers — Captain's Cha + Chaplain's Wis or Cha + Surgeon's Wis or Int ☐

Crew Modifiers — Follower bonus + Alignment modifier + crew size penalty + battles modifier ☐

Temporary Modifiers — Pay modifier + Ration modifier + Time at sea penalty + magical control bonus ☐

Master

Master's Name:_____

Knowledge (nature) ☐	Knowledge (geography) ☐	Knowledge (navigation) ☐	Survival ☐

	Melee Attack	Ranged Attack	AC	Special / Feats
Master's Crew				
Unlead Crew				

Chaplain

Chaplain's Name:_____

Wisdom or Charisma ☐

Surgeon

Surgeon's Name:_____

Intelligence or Wisdom ☐   Heal ☐

	Melee Attack	Ranged Attack	AC	Special / Feats
Chaplain's Crew				
Sugeon's Crew				

1st Mate

Mate's Name:_____

Profession (sailor) ☐   Initiative ☐

2nd Mate

Mate's Name:_____

Profession (sailor) ☐   Initiative ☐

	Melee Attack	Ranged Attack	AC	Special / Feats
1st Mate's Crew				
2nd Mate's Crew				

3rd Mate

Mate's Name:_____

Profession (sailor) ☐   Initiative ☐

4th Mate

Mate's Name:_____

Profession (sailor) ☐   Initiative ☐

	Melee Attack	Ranged Attack	AC	Special / Feats
3rd Mate's Crew				
4th Mate's Crew				

5th Mate

Mate's Name:_____

Profession (sailor) ☐   Initiative ☐

6th Mate

Mate's Name:_____

Profession (sailor) ☐   Initiative ☐

	Melee Attack	Ranged Attack	AC	Special / Feats
5th Mate's Crew				
6th Mate's Crew				

Total Crew		Crew Weight — Crew x 600 lbs.	

ATTACKS

ATTACKS (PORT)

Weapon	Attack Bonus	Damage	Range

ATTACKS (STARBOARD)

Weapon	Attack Bonus	Damage	Range

ATTACKS (PROW)

Weapon	Attack Bonus	Damage	Range
Ram / Collision			

ATTACKS (STERN)

Weapon	Attack Bonus	Damage	Range

Appendix II — Sample Ships

Presented here are five famous ships from the **Razor Coast** Mega-Campaign and **Heart of the Razor**: Quell's Whore, The Albatross, Bonedeuce's Pride, the Capricious, and the Stalker.

Quell's Whore

18-gun Sloop out of Port Shaw; Bethany Razor, Captain

HULL AND RIGGING

Hull Locations 14 (Sleek, Darkwood; 60' long x 40' wide x 40' high plus fore and aft castles)

Hull Defense AC 15, hardness 5, hp 200 each

Rigging Locations 9 (Silk Rope; 3 masts, 3 Locations per mast)

Rigging Defense AC 15, hardness 4, 100 hp each

Below the Waterline 240 hp

SR 25

OFFENSE

Port 7 9-lb cannons (5d10/x3)

Starboard 7 9-lb cannons (5d10/x3)

Fore 2 9-lb cannons (5d10/x3)

Aft 2 9-lb cannons (5d10/x3)

Ammunition 1,000 cannonballs, 1 ton of powder

ABILITIES

Str 40 (+15), **Dex** 9 (−1); **Base Speed** +10 (Poor), **Into the Wind** +5, **With the Wind** +20; **Overland** 6 mph

CMB +31, **CMD** 40

COMPLEMENT

Captain Bethany Razor, female elf, druid 4/rogue 7. Loyalty +20.

Officers/Important NPCs Korg, male minotaur expert 6 (First Mate, Navigator); Kalen Munruss, male human expert 6 (Chaplain); Salla Smithson, half-elf female expert 8 (Surgeon), Dylan McAllistar, male halfling ranger 5 (Gunnery Mate), Swiffen Blackgold, male dwarf (Mate), Jenna D'Arnand, female human expert 7 (Mate).

Others expert 4 (50), rogue 2 (17), fighter 2 (13), adept 3 (6), expert 2 (22).

EQUIPMENT

bowsprit of defense (150,000 gp, 500 lbs.), *sailor's scrimshaw* (175,000 gp, 4 lbs.), crow's nest (500 gp, 75 lbs.), luxurious Captain's quarters (5,000 gp, 1,000 lbs.); **Total Weight:** 72,204 lbs. (medium load)

The Albatross

28-gun Light Frigate out of Port Shaw; Lt. Commander Trey Perrin, Captain

HULL AND RIGGING

Hull Locations 14 (Reinforced Oak; 60' long x 40' wide x 40' plus 40' wide aft castle)

Hull Defense AC 10, hardness 6, hp 250 each

Rigging Locations 9 (3 masts, 3 Locations per mast)

Rigging Defense AC 12, hardness 1, 75 hp each

Below the Waterline 300 hp

OFFENSE

Port 12 12-lb cannons (6d10/x3)

Starboard 12 12-lb cannons (6d10/x3)

Fore 2 9-lb cannons on gun mounts (5d10/x3)

Aft 2 9-lb cannons (5d10/x3)

Ammunition 1,000 cannonballs, 1,000 grapeshot, 1,000 chain shot, 1 ton of powder

ABILITIES

Str 46 (+18), **Dex** 5 (−3); **Base Speed** +10 (Clumsy), **Into the Wind** +5, **With the Wind** +20; **Overland** 6 mph

CMB +34, **CMD** 41

COMPLEMENT

Captain Lt. Commander Trey Perrin, male human, aristocrat 4/expert 7. Loyalty +15.

Officers/Important NPCs Carlyle Jarvis, male human rogue 2/fighter 4 (First Mate, Navigator); Belle Slavenaugh, female human cleric 4 (Surgeon), Grusk Halftusk, male half-orc fighter 5 (Gunnery Mate), Sellis Evensbist, female half-elf expert 7 (Mate), Evst Argusten, male dwarf expert 4 (Mate)

Others expert 4 (47), expert 3 (32), rogue 2 (7), fighter 2 (6), rogue 1 (9), fighter 1 (7), expert 1 (11).

EQUIPMENT

Captain's quarters (1,000 gp, 500 lbs.), brig (1,500 gp, 1,000 lbs.), cistern (2,500 gp, 1,000 lbs.), galley (3,000 gp, 2,000 lbs.), powder room (10,000 gp, 500 lbs.), fire pump (800 gp, 1,000 lbs.), hold pump (800 gp, 1,000 lbs.), crow's nest (500 gp, 75 lbs.); **Total Weight:** 215,575 lbs. (medium load)

Bonedeuce's Pride

49-gun Frigate out of Port Shaw; Gregory Bonedeuce, Captain

HULL AND RIGGING

Hull Locations 21 (100' long x 40' wide x 40' plus poop deck)

Hull Defense AC 18, hardness 5, hp 150 each

Rigging Locations 12 (3 masts, 3 Locations aft mast, 5 Locations center mast, 4 Locations fore mast)

Rigging Defense AC 20, hardness 1, 75 hp each

Below the Waterline 300 hp

OFFENSE

Port 4 9-lb cannons (6d10/x3) and 18 12-lb cannons (6d10/x3)

Starboard 4 9-lb cannons (6d10/x3) and 18 12-lb cannons (6d10/x3)

Fore ram (5d6+6d8+20) and 2 6-lb cannons (4d10/x3)

Aft 3 6-lb cannons (4d10/x3)

Ammunition 1,800 cannonballs, 900 grapeshot, 1,000 chain shot, 2 tons of powder

ABILITIES

Str 51 (+20), **Dex** 1 (–5); **Base Speed** +13 (Clumsy), **Into the Wind** +6, **With the Wind** +26; **Overland** 7.5 mph

CMB +40, **CMD** 45

COMPLEMENT

Captain Gregory Bonedeuce, male human rogue 5/fighter 4/ duelist 5. Loyalty +22.

Officers/Important NPCs Dalleen, female elf druid 8 (Navigator and Chaplain), Hennie Macadoo, female human expert 8 (Surgeon), Andrew McHutchin, male human ranger 8 (Gunnery Mate), Aeron Chambers, male human sorcerer 6/fighter 1/duelist 5 (Mate), Robert Halvenstalt, male human rogue 6 (Mate), Avven Centlin, female half-elf bard 6 (Mate)

Others expert 9 (72); rogue 5 (22), expert 6 (17), adept 6 (12), fighter 5 (18), expert 3 (14), expert 1 (7).

EQUIPMENT

sculpted iron plate armor (47,250 gp, 52,500 lbs.), Captain's quarters (1,000 gp, 500 lbs.), brig (1,500 gp, 1,000 lbs.), cistern (2,500 gp, 1,000 lbs.), galley (3,000 gp, 2,000 lbs.), powder room (10,000 gp, 500 lbs.), fire pump (800 gp, 1,000 lbs.), hold pump (800 gp, 1,000 lbs.), crow's nest (500 gp, 75 lbs.); **Total Weight:** 356,575 pounds (medium load).

The Capricious

6-gun Clipper out of Sharkjaw Docks; Mercy, Captain

HULL AND RIGGING

Hull Locations 4 (80' long x 20' wide x 20' high)

Hull Defense AC 10, hardness 5, 150 hp each

Rigging Locations 4 (2 masts, 2 Locations per mast)

Rigging Defense AC 12, hardness 1, 75 hp each

Below the Waterline 120 hp

OFFENSE

Port 2 6-lb cannons (4d10/x3)

Starboard 2 6-lb cannons (4d10/x3)

Fore 1 6-lb cannons (4d10/x3)

Aft 1 6-lb cannons (4d10/x3)

Ammunition 100 cannonballs, 200 lb. of powder

ABILITIES

Str 34 (+12), **Dex** 10 (0); **Base Speed** +6 (Poor), **Into the Wind** +3, **With the Wind** +12; **Overland** 3.5 mph

CMB +40, **CMD** 45

COMPLEMENT

Captain Mercy, female human ranger 6/rogue 5. Loyalty +15.

Officers/Important NPCs Gideon Habb, deceased CN male human fighter 3 (Navigator), Happy Silas, male halfling rogue 5/assassin 6 (Gunnery Mate), Mordecai Lucien Shortstone, male gnome illusionist 9/fighter 2 (Mate)

Others expert 3 (32)

EQUIPMENT

None; **Total Weight:** 26,500 lbs. (medium load)

The Stalker

10-gun Sloop out of Armada; Bartholomew Lickspittle, Captain

HULL AND RIGGING

Hull Locations 3 (Sleek, 60' long x 20' wide x 20' high)

Hull Defense: AC 12, hardness 5, 150 hp each

Rigging Locations 3 (2 masts, 2 Locations on one mast, 1 Location on the other)

Rigging Defense AC 14, hardness 1, 75 hp each

Below the Waterline 90 hp

OFFENSE

Port 4 6-lb cannons (4d10/x3)

Starboard 4 6-lb cannons (4d10/x3)

Fore 1 6-lb cannons (4d10/x3)

Aft 1 6-lb cannons (4d10/x3)

Ammunition 500 cannonballs, 1000 lb. of powder

ABILITIES

Str 33 (+11), **Dex** 14 (+2); **Base Speed** +5 (average), **Into the Wind** +2, **With the Wind** +10; **Overland** 3 mph

CMB +40, **CMD** 45

COMPLEMENT

Captain Bartholomew Lickspittle, male gnome aristocrat 2/ ranger 7. Loyalty +12.

Others expert 3 (18); male or female human fighter 4 (12)

EQUIPMENT

None; **Total Weight:** 35,500 lbs. (medium load)

Appendix III — Ship Names

Below is a list of one hundred ship names you can use in a pinch for your games, either as NPC vessels or as inspiration to name your own ships.

Aramel's Groom	Desperation	Hellfire	Minnow	Sour Lady
Archon's Wing	Devil's Salvation	Hibiscus	Narmel's Glory	Starrunner
Black Beast	Dismember	Homeseeker	Nighthaunt	Stormcutter
Black Fist of Tyranny	Dockyard Lout	Hubris	Pelagic Lightning	Stray
Bleeding Edge	Doombringer	Hummingbird	Penitent	Templar
Blue Lady	Dragon's Belly	Icy Moon	Pittance	Three Bells
Broken Covenant	Dreamer	Imperial Anvil	Providence	Unleashed
Burning Heathen	Everweal	Impregnable	Pursuit	Unrepentant
Camphor Bay	Fallen	Incisive	Rashaka's Kiss	Valorous
Candour	Fallowheart	Infernal	Ravager	Wakewright
Celestial	Fiend's Tale	Insatiable	Razor Prow	Wandering Eye
Centaur	Firestar	Insurmountable	Red Reaver	War Eagle
Churlish Rogue	Foreboding	Islehopper	Reef-Leaper	Westward Dawn
Cloudraker	Gaping Sepulchre	Jacaranda	Retribution	Whipped Cur
Coastwinder	Gilded Mirror	Krakenbait	Rhyme of Flames	Whitewater
Companion	Glaive	Lagoon	Rogor's Hammer	Windward
Crushing Spite	Gorgon's Horn	Last Nail	Sacrifice	Woetide
Crystal Princess	Grail	Lion-Eater	Sea Arrow	Wrathful
Dark Tears	Harpoon	Lost Sheppard	Shattered Pearl	Zeal
Demonbrand	Havoc	Merciful	Silver Spoon	Zephyrborn

Razor Coast

Fire as She Bears

Design your own ships from the hull out and fight Age of Sail combats like you've never fought before!

Hoist the staysails, catch the weather gauge, you have the helm sir! All cannon, the enemy is in sight. *FIRE AS SHE BEARS!*

Building on the winning entries of a contest to create new rules, authors Lou Agresta and John Ling, wrote a book to empower players and GMs to fight cinematic "Master and Commander" style ship battles in Pathfinder or Swords & Wizardry that amp your game but stay true to the spirit of history and Age of Sail realities.

This complete 90+ page subsystem of ship-to-ship combat, includes over 35 new magic items for characters and ships, new feats, new uses for familiar skills, new weapons and equipment, new spells, and best of all? Roll up and equip an Age of Sail warship just like you'd design a new character — in as little as 30 minutes.

Isn't it time every player at the table had a hand, every round, in sinking the enemy ship?

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