

DREAD PIRATE (MASTER)

A Dread Pirate is a legendary menace of the high seas, his name is known in every tavern, spoken with trembling fear in every port. Sea captains pray to the gods they never see his ship on the horizon, knowing it heralds a grim and watery fate.

Depending on your campaign, a Dread Pirate could be...

- A brutal master of ruthless pirates, scouring the seven seas
- The living legend that cutthroats flock to for the adventure of a lifetime
- A commanding rogue, capable of unleashing piratical doom with a word
- The pirate queen whose beauty is eclipsed only by the loyalty of her love-struck crew
- The latest in a long line of charlatans, perpetuating the myth of an unkillable and eternally robust pirate king

Party Role: Backer/Combatant. You're no slouch with a sword, but your real strength is in battle plans and your ever loyal crew.

CLASS FEATURES

Requirements: Charisma 13+, Tactics 6+ Ranks, Glint of Madness, must have a ship as a holding with a scale of 5 or more.

Favored Attributes: Charisma, Wisdom, Strength

Class Skills: Intimidate, Investigation, Haggle, Notice, Resolve, Ride, Sense Motive, Tactics

Continuity: At Level 1, choose 2 skills that are class skills for any of your other classes. These become Dread Pirate class skills for you.

Skill Points: 6 + Int modifier per level

Vitality: 9 + Con modifier per level

CLASS ABILITIES

Black Flag of Terror: You have a crew that will follow you to the ends of the world and back again. At Level 1, at the beginning of each adventure, choose one of your ships with a scale of 5 or more as your flagship. Until the end of the adventure, all NPCs associated with that holding are considered your teammates, and your flagship gains a complement of Guards. You gain (35 + 5 x your class level) reputation to create this 'Loyal Crew' (with GM approval of the final statistics). You may recreate their statistics

each time you gain a level in this class. You may not spend additional reputation to enhance these characters.

Fearsome Reputation: You've developed a terrifying reputation upon the high seas and live up to it in person! At Level 1, you gain a +2 morale bonus to Intimidate Checks. Further your Heroic Renown increases by 1.

At Level 4, Your morale bonus to Intimidate Checks increase to +4 and your Heroic Renown increases by an additional 1 (total of +2).

Scourge of the Sea: You have a glare that rattles lesser men. At Level 2, you may take the Threaten Action against an additional number of targets equal to your Class Level, rolling once with each target rolling to resist separately. Also, you gain a trick.

Scowl (Threaten Trick): If the target fails the stress damage's Will save, he becomes *frightened*.

Shore Party: Your crew knows that you will lead them through, even if it not all will survive. At Level 3, you gain the Followers (loyal crew) feat. This is treated like the Followers feat except that the followers use you Loyal Crew's statistics (adjusted for having a threat level equal to your career level -4) and you may only summon them while within 10 miles of your flagship.

At Level 5, you gain the More Followers (loyal crew) feat with the same adjustments and restrictions.

Battle Planning I: At Level 4, you gain 2 of the following battle plans. You may begin each combat with 1 battle plan already in effect and may enact a new one as a full action. Each plan's benefits last until the end of the current combat or until you enact a different battle plan. A battle plan grants you and each teammate who can see or hear you a +2 morale bonus with the following rolls and values.

- **Crush Them!:** Melee and unarmed attack checks
- **Fire at Will!:** Ranged attack checks
- **Guard Yourselves!:** Defense
- **I Want Them Alive!:** Subdual damage rolls
- **No Prisoners!:** Lethal damage rolls
- **Press On!:** Base Speed (morale bonus x 5 ft.)
- **Stand Fast!:** Vitality (morale bonus x target's Career Level)
- **Steady Now!:** Saves

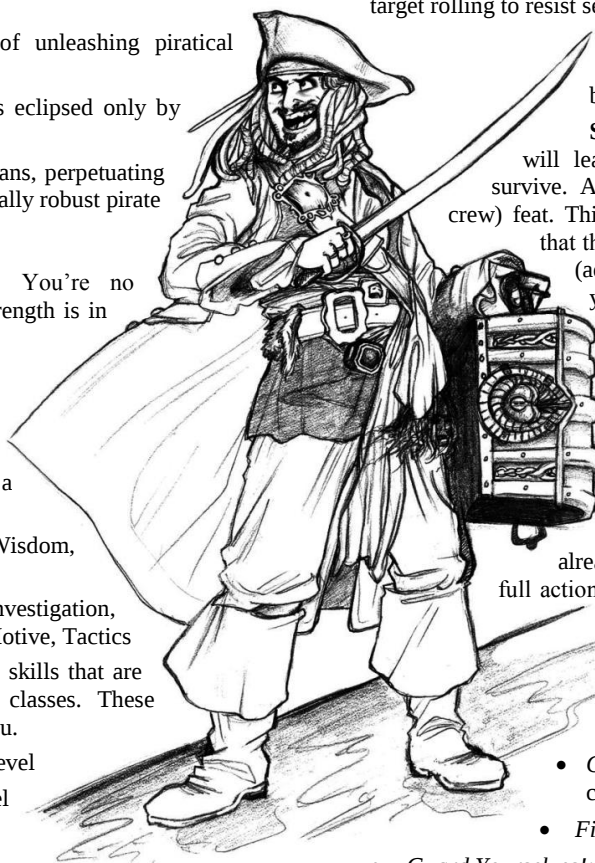
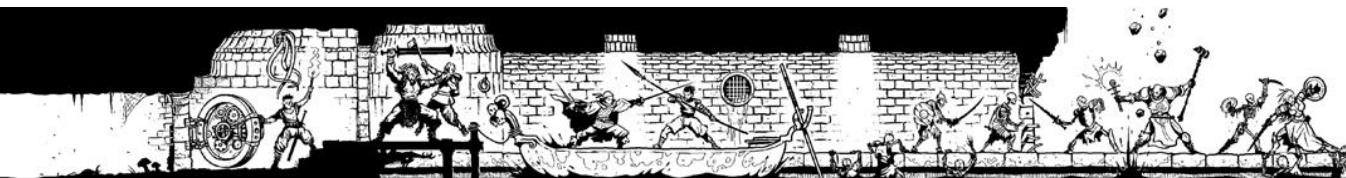


Table XX: Dread Pirate

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Abilities
1	+1	+1	+1	+1	+0	+0	+1	+1	Black flag of terror, fearsome reputation (+1)
2	+2	+2	+2	+2	+1	+0	+2	+2	Scourge of the sea
3	+3	+2	+2	+2	+1	+1	+2	+3	Shore party (loyal crew)
4	+4	+2	+2	+2	+2	+1	+2	+3	Battle planning I, fearsome reputation (+2)
5	+5	+3	+3	+3	+2	+1	+3	+4	Pirate king, shore party (more loyal crew)



DREAD PIRATE (LTI) (MASTER CLASS)



Pirate King: Exploits of your life are so legendary that sailors are willing to sign on as your crew for no compensation other than to share in your adventure, and a share of the booty. Your flagship gains a second compliment of Loyal Crew as guards and a ‘pilot’ (a +5 Ride Assistant) at no Reputation costs and taking up no living space.

NPC CLASS ABILITIES

The following new class abilities from the Dread Pirate master class are available to NPCs using the class ability NPC quality (see *Fantasy Craft*, page 231).

Table X.X: NPC Class Abilities

Class Ability	XP Value
Scourge of the sea	3

Class Design by Khaalis with help by Morgenstern.
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