

Buccaneer Core Class

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Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Indomitable rebellion ; Escape imprisonment ; Illiteracy.
2 nd	+2	+3	+0	+0	—
3 rd	+3	+3	+1	+1	Bad repute (-1) ; Boarding combat (+1)
4 th	+4	+4	+1	+1	—
5 th	+5	+4	+1	+1	Special aptitude
6 th	+6 / +1	+5	+2	+2	—
7 th	+7 / +2	+5	+2	+2	Bad repute (-2) ; Boarding combat (+2)
8 th	+8 / +3	+6	+2	+2	—
9 th	+9 / +4	+6	+3	+3	Special aptitude
10 th	+10 / +5	+7	+3	+3	—
11 th	+11 / +6 / +1	+7	+3	+3	Bad repute (-3) ; Boarding combat (+3)
12 th	+12 / +7 / +2	+8	+4	+4	—
13 th	+13 / +8 / +3	+8	+4	+4	Special aptitude
14 th	+14 / +9 / +4	+9	+4	+4	—
15 th	+15 / +10 / +5	+9	+5	+5	Bad repute (-4) ; Boarding combat (+4)
16 th	+16 / +11 / +6 / +1	+10	+5	+5	—
17 th	+17 / +12 / +7 / +2	+10	+5	+5	Special aptitude
18 th	+18 / +13 / +8 / +3	+11	+6	+6	—
19 th	+19 / +14 / +9 / +4	+11	+6	+6	Bad repute (-5) ; Boarding combat (+5)
20 th	+20 / +15 / +10 / +5	+12	+6	+6	Special aptitude

Note: This core class is before all intended for archetypal pirate settings centered on sea-adventures. This class will otherwise hardly fit in traditional landlubbers' campaigns.



The Buccaneer name typically conjures up images of pirates sailing the Caribbean seas. However, while the historical buccaneers certainly participated in pirates raids, they were more land hunters than real sailors. In fact, those sailors who raided the Carribean islands aboard pirate ships, should rather be called "Freebooters". The buccaneers were instead hunters returned to a savage life aground those islands where the pirates established their nests. Thus, more than sailors buccaneers were rough men used to a hard life, crude hunters who spent most of their time in the wilderness, but who went on pirate raids to help when tough warriors were required.

Adventures: Buccaneers are intrinsically adventuring characters. The fact is they fled the society they were born into to seek freedom along distant exotic shores; and so will take on the adventurer's life for refusal of normal daily labor as the common peoples. As such, buccaneers will go on adventuring at every opportunity, as much as to have wild-times and fun, as to find treasure or reap some reward.

Characteristics: The buccaneer could be seen as a cross between a barbarian (for his toughness and savage ways), a rogue (for he relies on stealth, often for criminal purposes), and a ranger (for his hunts in the wilderness, and hunts of men during pirates raids). Yet, buccaneers aren't barbarians as they were not born among their tribal societies; are not rogues, as they don't get the fine

training rogues usually get; and are not rangers as they don't protect nor worship nature, and also don't learn any magic. Lastly, buccaneers are certainly not at a loss when it comes to sailing, but are still far from being the true professionals of the sea that mariners are. In fact, despite living among pirates and near the sea, buccaneers will be sailors only when the need really arises.

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

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

Background: Buccaneers are primarily desperate outlaws or vagabonds who rejected the civilization and went to the sea, and then far away along distant shores, just in search of freedom. Thus motivated by refusal of the society they were born into, buccaneers went for the savage life of hunters in the wilderness. However, they are not druids nor rangers who try to live in tune with nature, but often criminals who side with pirates to raid wealthy ports and galleons. Also, buccaneers will revel much more in the debauchery of taverns than frolicking in woods and glens. Anyway, the Buccaneer's name comes from the traditional habit of these wild hunters to "boucan" the flesh of the animals they hunt. That is, to smoke and dry it so it may be kept for long periods under the tropical climates in which buccaneers usually thrive.

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

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

GAME RULE INFORMATION

Buccaneers have the following game statistics.

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

Alignment: Buccaneers may only be chaotic.

Class Skills

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

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

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

Skill Points at 1st Level: (4 + INT modifier) x 4.

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

Class Features

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

Hit Die: d10.

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

(Note: the historical buccaneer is strongly associated with the musket, so is this class. However, in campaigns where firearms are unavailable, the buccaneer's weapon of predilection should be the light crossbow instead.)

Escape Imprisonment: Buccaneer are so rebellious at heart, and have a so great aversion to anything that may violate their freedom, that they instinctively do their best, and bolster themselves, to escape from imprisonment. As such they get a +2 morale bonus to Escape-artist and Open-locks checks to escape from bonds, manacles, jail, etc. In some cases (at GM's discretion), this bonus could also be applied to Climb or Jump checks.

Indomitable Rebellion: As already stated earlier, buccaneers are asocial characters who fiercely reject the civilization, thus reject any law or constraint. As such, they get a +4 bonus to their saves against spells which would restrain them or force them to act against their will: *Charm person*, *Command*, *Dictum*, *Dominate person*, *Enthrall*, *Hold-person*, *Hypnotism*, *Geas/Quest*, and *Suggestion*.

Bad Repute: With their filthy attire, rough manners, and typical musket at their side, buccaneers are usually recognized for what they are. As rebels they have got a reputation for trouble among all civilized areas. Thus, by the time he reaches the 3rd level, a buccaneer cannot but get adverse reactions from those he meets who belong to a civilized society. This induces a circumstances modifier which most of the time will be a penalty, but in some cases may instead become a bonus. This modifier is of -1/+1 at third level, and then increases by one point every four levels thereafter. This modifier will be a bonus or a penalty in the following circumstances:

- **Penalty:** It is a negative modifier to all Cha rolls and Cha-based skills when interacting with most civilized peoples and all authorities.
- **Bonus:** It is a positive modifier to Intimidate checks when interacting with most civilized peoples and all authorities.

Boarding Combat: Buccaneers are not real sailors and do not spend all their life at sea. However, when great pirates raids are planned, buccaneers are called upon to help in the attack. The fact is that buccaneers are not only savage warriors, but are also motivated by a dire hate of authority and a strong despair turned into a rage. As such, they rapidly become the most fearsome assailants of pirate raids. This manifests in a circumstances bonus that can be applied to either their attack roll, damage roll, armor class, saving throw roll, or skill check (but in that case cannot be cumulated with a "taking 10 or 20") once per round. During the round the PC must decide which roll will benefit of this bonus before being rolled. Once used in a round, the PC must wait for the next round to use it again, and possibly change its assignment. The bonus is of +1 at third level, then increases by one point every four levels after the third.

There are two restrictions on the use of this ability however. First, a physical restriction: the buccaneer must have freedom of movement, and cannot benefit from it if encumbered and/or wearing heavy armor. Secondly, a circumstance restriction: the buccaneer may use this bonus only when fighting onboard of a boat, or when storming a port, or a building near the shore and intended for coastal defense. In some cases, the GM may also include an undersea lair, like those of sahuagins, sea-elves, or the like.

Special Aptitude: Buccaneers having to be constantly on guard, and enduring a harsh life in the wilderness or at sea, will get relevant abilities. As such, at 5th, 9th, 13th, 17th, and 20th level, buccaneers gain one special ability chosen among the following:

- **Bonus feat:** chosen among these: *Alertness, Endurance, Great fortitude, Iron will, Lightning reflexes, Toughness.*
- **Resist Death:** (requirement: *Great-fortitude feat*) the buccaneer becomes very resistant physically. As such, if a missed Fort save would result in his death, the buccaneer is instead reduced to 1 hit-point. The buccaneer can benefit only once per day from this ability.
- **Resist Diseases:** Due to living in insalubrious environments (such as swamps), the buccaneer becomes inured to most diseases (except for magical diseases such as mummy rot and lycanthropy), against which he gains a +4 bonus.
- **Resist Poison:** Due to living in treacherous environments (such as a pirate camp), the buccaneer becomes inured to all organic poisons (including monster poisons but not mineral poisons or poison-gas), against which he gains a +4 bonus.
- **Resist Starving:** Due to living in austere areas (such as barren islands), the buccaneer becomes inured to food deprivations. As such, he can go without food for a number of days equal to 1 + Con modifier, without suffering any hindrance but discomfort. But after that, he must eat

normally for at least an equal length of time as he didn't, before being able to use this ability again.

- **Stealth Onboard:** The buccaneers gets a +2 circumstance bonus to Move-silently and Hide-in-shadows skill checks, but while onboard only.
- **Uncanny Dodge (Dex bonus to AC):** (requirement: Dodge feat). As per the rogue ability.
- **Uncanny Dodge (Can't be flanked):** (requirement: Dodge feat; and Uncanny dodge - dex bonus to AC -). As per the rogue ability.

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

Ex-Buccaneers

A buccaneer is not just a sailor turned to criminality (i.e.: a pirate). Being a buccaneer is following a distinct way of life based upon rebellion and the rejection of law and civilization, in a maritime environment. As such, a buccaneer who changes his alignment for a non-chaotic one, or abandons his harsh life at sea or in the wilderness for the comforts of the civilized society, cannot anymore progress as a buccaneer. He may again goes up in level in the buccaneer class only when he will have come back to the buccaneer's way of life and chaotic alignment.

On the other hand, having been a buccaneer usually leaves an indelible taint. This means that the buccaneer will in most cases never loose his *Bad repute* hindrance. For instance, even if the buccaneer would become lawful, redeem himself, and be legally acquitted, he would still suffer from Bad repute; whereas many peoples would remember (or at least just suspect) "who he was in former times", and thus would regard him with suspicion. For a buccaneer to definitely loose the Bad repute hindrance, he would have to so much change of behavior and way of life, and totally forget /banish his former life, that in the process he would also loose all his other special abilities of buccaneer.

Note lastly that no ex- buccaneer will ever be accepted as a paladin by any deity.

Buccaneer Starting Package

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

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

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

Gold: 2d4 gp.

Bonus Feat: Weapon focus: musket (Human only)

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

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

Sample Buccaneer NPC

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

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

Skills and Feats: Balance +7 (+9), Climb +10 (+14), Intimidate +7 (+10), Hide +7 (+9), Jump +5 (+9), Profession (sailor) +8 (+9), Spot +8 (+9), Swim +8 (+12). Escape imprisonment (+2), Indomitable rebellion (+4), Illiterate, Bad repute (-2), Boarding combat (+2), Special aptitudes: Uncanny Dodge (Dex bonus to AC, & Can't be flanked). Iron will, Lightning reflexes, Track, Weapon focus: musket.

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