

## Pirate

*A pirate breaks from the confines of country and king to commit his crimes upon the high seas. He holds allegiance only to his ship and its captain (if even that much is true), and lives a lawless life upon the waves, plundering ships and shorelines as suits his whim.*

The pirate is an archetype of the fencer class.

**Weapon Proficiencies:** A pirate is proficient in all light and one-handed simple and martial melee slashing weapons and simple firearms. In addition, all fencer abilities that require piercing weapons instead require slashing weapons for a pirate.

This ability modifies the fencer's starting weapon proficiencies.

**Limit Break (Su):** At 1st level, the pirate receives the Limit Break (Swaying Dance).

*Swaying Dance (Su):* This Limit Break allows the pirate to enter a deadly dance of confusing movement. For the duration of 1 round + 1 round per four fencer levels after 1st, the pirate receives a +1 competence bonus to Attack rolls, a +2 competence bonus to Bluff skill checks to feint in combat and a +1 dodge bonus to Armor Class per four fencer levels after 1st. This limit break requires only a swift action.

This ability replaces the Limit Break (Nighthawk).

**Swagger (Ex):** At 1st level, a pirate's confident swagger unnerves his foes and inspires his crew. He gains a +1 bonus on Intimidate checks, and the DC of Intimidate checks made against him increases by 1. He and his allies gain a +1 morale bonus on Profession (sailor) checks. These bonuses and his Intimidate DC increase by 1 for every four fencer levels beyond 1st.

This ability replaces duelist stance.

**Deeds:** A pirate gains the following deeds.

*Grog (Ex):* At 1st level, as a free action, a pirate can spend a panache point to convert any alcoholic drink he is holding into a Cure Potion, using his fencer level as the caster level and his Charisma modifier for the bonus healing modifier. At 6th level, the pirate can spend 2 panache points to upgrade an alcoholic drink to a Hi Potion. At 12th level, the pirate can spend 3 panache points to upgrade an alcoholic drink to an X Potion. And at 18th level, the pirate can spend 4 panache points to upgrade an alcoholic drink to a Mega Potion.

This deed replaces dodging panache.

*Eyes of the Storm (Ex):* At 3rd level, whenever he has at least 1 panache point, a pirate can see three times as far as normal in non-magical fog. In magical fog, he can see normally for 10 feet; after that, creatures and objects have partial concealment for the next 10 feet and total concealment thereafter.

This deed replaces fencer initiative.

*Plunder (Ex):* A pirate knows he doesn't always need to win the fight—he just needs to get what he came for. At 7th level, as a full-round action, he can make a single attack with a light or one-handed slashing melee weapon against a foe that is either shaken or denied its Dexterity bonus to AC. If the attack hits, the pirate also pilfers a small, loose item from his target as if he had succeeded at a Sleight of Hand or steal combat maneuver check. He doesn't need to attempt a Sleight of Hand check, but if he does so and surpasses the target's opposed Perception check, the target is unaware that the item is stolen.

This deed replaces targeted strike.

**Improved Feint (Ex):** Starting at 2nd level, the pirate gains Improved Feint as a bonus feat, even if he does not have the normal prerequisites for that feat. If the pirate already has this feat, he may pick another Combat feat for which he meets the prerequisites for.

This ability replaces deflect arrows.

**Piracy Techniques:** These techniques utilize the unusual attacks of a pirate's weaponry. At 2nd level and every two fencer levels thereafter, the pirate may choose to learn a fencing technique or one of the following techniques.

*Amped Strike (Ex):* A pirate learns to hold back to make a felling strike count. A pirate with this piracy technique can forgo iterative attacks to increase damage. For each iterative attack forgone, the pirate gains +1d6 points of damage on his next successful attack during the round this technique is used. This damage increases by 1d6 for each attack forgone at 10th level, 15th level, and 20th level.

*Brawl (Ex):* As a pirate, he has seen his fair share of brawling in taverns and even on ships. When fighting unarmed, he gains the use of Improved Unarmed Strike feat and the Unarmed Strike damage of a black belt of his fencer level - 4.

*Bully (Ex):* A pirate's life is keeping people in line by bullying them into doing what he wants. Whenever a pirate with this piracy techniques makes an attack during a round, he can, as a swift action, make an Intimidate skill check to demoralize, gaining a bonus to this roll equal to half of his fencer level.

*Defang (Ex):* Dealing with toothy predators and armed assailants is a pirate's everyday work. A pirate with this piracy technique can declare any attack as a defang attack. Declaring a Defang attack invokes a -4 penalty on the attack roll, but if it hits, the target must make a Fortitude save (DC 10 + half of the fencer's level + his Dexterity modifier) or suffers a -2 penalty on melee damage rolls (that stacks up to 5 times).

*Mass Attack (Ex):* As a pirate, sometimes, you have to go all out. When making a mass attack, the pirate can make one additional melee attack at his highest base attack bonus. This additional melee attack stacks with the bonus attacks from *haste* and other similar effects. When using this piracy technique, the pirate can make these attacks with any melee weapons or natural attacks (including unarmed strikes) but suffers a -4 penalty to AC for the round.

*Open Fire (Ex):* Also, as a pirate, sometimes, distance is best. When making an open fire, the pirate can make one additional ranged attack at his highest base attack bonus. This additional ranged attack stacks with the bonus attacks from *haste* and other similar effects. When using this piracy technique, the pirate can make these attacks with any firearm weapons but suffers a -4 penalty to AC for the round. **Prerequisites:** A pirate must be at least 8th level and have the Mass Attack piracy technique before he can select this technique.

*Parlay (Ex):* A pirate knows that ending a conflict requires a sense of delicacy and sometimes a quick decisive strike. During a surprise round or the top of the 1st round of an initiative, the pirate can make one melee or ranged attack as a free action using his highest BAB attack. If it hits, it is considered a critical hit that deals double damage regardless of what the actual critical hit multiplier on the weapon is.

*Scale Strip (Ex):* A pirate with this piracy technique can now make a full-attack using Shell Split on all attacks. **Prerequisites:** A pirate must be at least 10th level and have the Shell Split piracy technique before he can select this technique.

*Shell Split (Ex)*: A pirate learns that cracking shells requires a bit of finesse and manhandling. As a standard action, a pirate with this piracy technique can make a melee or ranged attack that ignores DR up to his fencer level.

*Shin Smash (Ex)*: A pirate's quickthinking and the tendency for low blows allows him to put that to good use. A pirate with this piracy technique can declare any attack as a shin smash. Declaring a Shin Smash attack invokes a -4 penalty on the attack roll, but if it hits, the target must make a Reflex save (DC 10 + half of the fencer's level + his Dexterity modifier) or be knocked prone.

*Skull Bash (Ex)*: The pirate has determined that cracking the head of those finger wigglers tends to deter them from casting spells on him. A pirate with this piracy technique can declare any attack as a skull bash attack. Declaring a Skull Bash attack invokes a -4 penalty on the attack roll, but if it hits, the target must make a Fortitude save (DC 10 + half of the fencer's level + his Dexterity modifier) or has a -2 penalty on concentration rolls (that stacks up to 5 times). In addition, if the target fails the save, he must make concentration checks for any spellcasting, regardless, or the spell fails. **Prerequisites**: A pirate must be at least 8th level and have the Defang piracy technique before he can select this technique.

*Torrent (Su)*: As a swift action, a pirate with this piracy technique imbues his weapon with the power of the sea. The next attack before the end of his turn deals damage as normal and plus an additional 1d6 points of water damage. Water damage increases to 2d6 at 10th level, and increases to 3d6 at 20th level.

*Torrent Strike (Ex)*: When a pirate uses Torrent, it applies to every attack made during his turn. **Prerequisites**: A pirate must be at least 8th level and have the Torrent piracy technique before he can select this technique.

These abilities may replace fencing techniques.

**Unflinching (Ex)**: Pirates are a salty and steadfast lot. At 3rd level, a pirate gains a +1 bonus on saving throws against fear and mind-affecting effects. This bonus increases by +1 for every three levels, to a maximum of +6 at 18th level.

This ability replaces elaborate parry.

**Sneak Attack (Ex)**: At 5th level, the pirate gains the ability to deal an extra 1d6 points of damage when he catches his foe off guard. This is exactly like the thief ability of the same name. The extra damage dealt increases by 1d6 for every three fencer levels thereafter. If he gets a sneak attack bonus from another source (such as thief levels), the bonuses on damage stack.

This ability replaces masterful feint.

**Swinging Reposition (Ex)**: At 6th level, a pirate incorporates a ship's masts, rigging, ropes, sails, and other such structures into his combat style. Provided he is wearing light armor or no armor, when fighting in an environment where such structures exist, the pirate incorporates them into his movement, and does not have to move in a straight line when making either a charge attack or bull rush combat maneuver. Once he completes his attack or maneuver, he can reposition himself. Immediately after making the charge or bull rush, he can move 5 feet as a free action, even if the charge ends his turn. This movement does not provoke attacks of opportunity.

This ability replaces mobility.

**Mug (Ex)**: At 10th level, as a standard action, a pirate can make a melee attack and if the attack deals sneak attack damage, the pirate can make a free Steal combat maneuver to take an item from the creature during

combat; otherwise this ability can only be used in a surprise round before the target has acted. If the attack is successful, the target takes a –5 penalty on the Perception check to notice the theft.

This ability replaces elaborate defense.

**Pirate's Feint (Ex):** At 14th level, as a pirate, he is a master of dirty fighting and trickery. He can make a feint as a free action rather than as a move action. But once he has surprised his enemies with such a feint, it takes time before he is able to fool them again. The pirate must wait 2d4 rounds before using pirate's feint again. Waiting requires no specific actions on his part; he can fight normally during this time. Beginning at 20th level, his reflexes improve and the time between pirate's feints drops to only 1d4 rounds.

This ability replaces science of the blade.