

Sea Wolf

A sea wolf is a pirate who focuses on shipboard combat relying on his strength of arms over his agility. He specializes in traditional pirate weapons, but often wears heavier armor than is normally seen on a ship. A sea wolf moves and fights easily in his armor, however, even in the water. Captains value sea wolves because of the skill they exhibit in defending the ship and in boarding actions.

The sea wolf is an archetype of the fighter class, available only to roegadyn fighters.

Class Skills: A sea wolf adds Navigate and Pilot to his list of class skills and removes Ride and Knowledge (dungeoneering) from his list of class skills.

Sea Wolf's Bane (Ex): At 1st level, the sea wolf can, as a move action, indicate an enemy in combat and rally his allies to focus on that target. The sea wolf and his allies gain a +1 bonus on weapon attack and damage rolls against the target. This ability applies only to allies who can see or hear the sea wolf and who are within 30 feet of the sea wolf at the time he activates this ability. At 5th level and every 4 levels thereafter (9th, 13th, and 17th level), the bonus increases by 1. The sea wolf's bane lasts until the target dies or the sea wolf selects a new target. Abilities and fighter talents that use Chosen Weapon, function normally with this replaced ability as long as its activated.

This ability replaces chosen weapon and weapon guard.

Deck Fighting (Ex): A sea wolf is used to fighting on crowded decks, and isn't fazed by fighting multiple opponents at once. At 2nd level, he gains Cleave as a bonus feat. He may use this feat even if he does not meet the prerequisites. A sea wolf does not take the normal -2 penalty to his AC when using the Cleave feat. If the sea wolf already has this feat, he may take another Combat feat that he must meet the prerequisites for.

This ability replaces a fighter talent gained at 2nd level.

Armored Pirate (Ex): A sea wolf wears heavier armor than is common aboard a ship. At 3rd level, the sea wolf reduces the armor check penalty of any light armor he wears to 0 for purposes of Acrobatics and Swim checks. At 7th level, this becomes true of medium armor as well. At 11th level, it includes heavy armor.

This ability replaces overhand chop.

Sea Wolf's Bond (Ex): At 5th level, a sea wolf forms a bond with his crewmates. This bond allows him to spend a move action to grant his allies extra combat prowess when they work as a team. All allies within 30 feet who can see or hear the sea wolf gain an additional +2 bonus on attack rolls when flanking with the sea wolf or with another ally affected by this ability.

This ability replaces reliable strike.

Improved Deck Fighting (Su): At 6th level, the sea wolf gains Great Cleave as a bonus feat. He may use this feat even if he does not meet the prerequisites. A sea wolf does not take the normal -2 penalty to his AC when using the Great Cleave feat. If the sea wolf already has this feat, he may take another Combat feat that he must meet the prerequisites for.

This ability replaces a fighter talent gained at 6th level.

Fast Swimmer (Ex): Starting at 7th level, a sea wolf may swim half his speed as a move action or his normal speed as a full-round action with a successful Swim check. The sea wolf gains a +2 bonus on Swim checks.

This ability replaces backswing.