

Pirate

A feared and mobile raider, the Pirate is a scourge of the highways or high seas. Their fierce love of personal freedom is matched only by their total disregard for society's rules and niceties. The pirate takes all they can, giving nothing back.

Heroic pirates temper this aggressive spirit with a sense of mercy or feels the need to use their skills in the service of a greater calling. Such pirates are still terrifyingly capable, but are far less likely to default to massacre as the solution to every problem.

In your story, a Pirate could be...

- A rising officer forced into a life of villainy after being captured by knaves.
- A redeemed marauder intent on bringing peace to the communities they once wronged.
- A feared beast with inscrutable motives but an undeniable talent for taking what they want, when they want it.

Power: Striking Fear

You put a shiver in your enemies' spines, a seed of doubt that keeps them off balance and easy to subdue. Or kill.

Party Role: Talker/Driver

While you're passable in combat, you usually avoid any semblance of a fair fight by scaring your opponents into submission before the situation comes to blows.

Difficulty: ★ Easy

Your contributions rest on two pillars – inspiring fear and a decent talent for vehicles and travel. Familiarize yourself with all the applications of the Menace skill and choose a favorite type of vehicles and you'll be well prepared.

Requirements

Ranked Skills: Menace

Vehicle Field: You must have a vehicular Field or Specialty OR take this class as your first Character Level.

Class Abilities

Look to the Horizon: (prologue) You gain +2 Determination, learn an additional language, and gain a vehicular Field (or one of its specialties) of your choice.

Rough Beast: At Level 1, once per character per scene when you inflict anguish damage, you may add a bonus to that damage equal to your Class Level. You also gain formidable Menace.

(Whenever you roll a 1-9 on Menace checks, turn the die to '10'. If you gain the same formidable skill a second time, you instead gain a bonus Skill Talent.)

Blackheart: At Level 2 you gain the Bully technique and all enemies and bystanders with lower Presence than yours and able to see or hear you suffer a -2 fear penalty to all opposed skill checks against you or your teammates.

At Level 11, the fear penalty increases to -4.

Plunder! At Levels 3, 6, 9, 12, and 15, you gain +1 Presence and +1 Wealth. This Wealth bonus is tripled if you are using your Wealth to purchase or outfit a vehicle.

Dead Man's Chest I: At Level 4, you gain the Black Cat Talent. You may count the highest of your Covert, Style, or Vehicle Talents as additional Chance Talents when determining how many times you may use Black Cat per session.

Dead Man's Chest II: At Level 8, add 1 to your Acrobatics Skill Rank bonus for each Covert Talent you have (maximum 5).

Add 1 to your Expertise Skill Rank bonus for each Vehicle Talent you have (maximum 5).

Add 1 to your Menace Skill Rank bonus for each Style Talent you have (maximum 5).

Dead Man's Chest III: At Level 12, the targets of your Black Cat Talent now have their error range increased by 6.

Pirate Talent: At Levels 5, 7, 9, 11, 13, and 15, you gain an additional Covert, Style, or Vehicle Talent.

Wave Dance: At Level 10 you gain either formidable Acrobatics or formidable Expertise & Profession when using your vehicular Fields.

(Whenever you roll a 1-9 on a formidable skill check, turn the die to '10'. If you gain the same formidable skill a second time, you instead gain a bonus Skill Talent.)

The Blackest Sails: At Level 14, You gain +1 Determination and once per session per skill, you may automatically succeed with an Acrobatics, Acting, Expertise, Menace, and Profession skill check with a Goal of up to 30 + your Character Level.

Table 3.11 The Pirate

Level	Melee	Ranged	Def	Init	C	H	I	Pres	Abilities
1	••	••	••	+1	•	•	••	+1	<i>Look to the Horizon</i> ; Rough Beast
2	+1	+1	+1	+1••	•	•	+1	+1••	Blackheart –2
3	+1•	+1•	+1•	+2•	••	••	+1•	+2•	Plunder!
4	+2	+2	+2	+3	+1	+1	+2	+3	Dead Man’s Chest I
5	+2•	+2•	+2•	+3••	+1	+1	+2•	+3••	Pirate Talent
6	+2••	+2••	+2••	+4•	+1•	+1•	+2••	+4•	Plunder!
7	+3•	+3•	+3•	+5	+1••	+1••	+3•	+5	Pirate Talent
8	+3••	+3••	+3••	+5••	+1••	+1••	+3••	+5••	Dead Man’s Chest II
9	+4	+4	+4	+6•	+2	+2	+4	+6•	Pirate Talent; Plunder!
10	+4••	+4••	+4••	+7	+2•	+2•	+4••	+7	Wave Dance
11	+5	+5	+5	+7••	+2•	+2•	+5	+7••	Blackheart –4; Pirate Talent
12	+5•	+5•	+5•	+8•	+2••	+2••	+5•	+8•	Dead Man’s Chest III; Plunder!
13	+6	+6	+6	+9	+3	+3	+6	+9	Pirate Talent
14	+6•	+6•	+6•	+9••	+3	+3	+6•	+9••	The Blackest Sails
15	+6••	+6••	+6••	+10•	+3•	+3•	+6••	+10•	Pirate Talent; Plunder!