

THE SEA DEVIL

PRESTIGE CLASS

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“Gnash your shields and strap on the iron, lads. We’re wavebound!”

Wise men know to fear the squared sails of the northmen’s fleet, for upon the decks of those shallow boats are ruthless raiders with looting mirrored in their eyes and murder panting in their hearts. The “sea devils” are the worst of these northmen, so named for their pitiless greed and the screaming fury that possesses them in a fight, allowing them to swoop down upon a settlement and ravage it as though they were not men, but demons sent from hell itself.

Despite their violent thievery and savagery in battle, sea devils are not evil nor are they inherently corrupt. Raiding is their livelihood as much as animal husbandry or farming is the trade of others. It does not occur to them that the communities they live upon consider their raiding immoral and foul, for it is the only life they know. It is a life granted them by the gods and they honor that gift through the glory of death, killing and plunder from the decks of their dragonships.

CAMPAIGN USE

Obviously, a sea devil is ideal for seaborne games, especially along frigid coastlines, but they will fit in just about any other game with a bit of imagination. A sea devil who finds himself out of place plundering warmer climates can be an interesting challenge, as can one who finds himself stranded ashore. Northmen feel out of place in southern cities as it is (or *any* city, for that matter), but how would a sea devil react to long months without the smell of salt water in his nostrils, the feel of the sea’s winds in his hair, or the rocking of a sturdy deck beneath his feet?



TM

At least one level each of barbarian and pirate are necessary to become a sea devil, after which the player should decide which class(es) will fulfill the prestige class’ remaining qualifications at the desired rate. Additional barbarian levels will meet the combat requirements faster, but a few more levels of pirate will certainly make the sea devil a better sailor.

Hit Die: d10

REQUIREMENTS

Race: Sub-arctic dwelling northman

Attribute: Str 13+, Con 13+

Base Attack Bonus: +6

Codes of Honor: Barbaric

Feats: Cleave, Fighting-Madness, Power Attack

Skills: Balance 6 ranks, Climb 6 ranks, Jump 4 ranks, Profession (Sailor) 8 ranks, Use Rope 4 ranks

Special: Seamanship +1, Fearless

CLASS SKILLS

Thesea devil’s class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Any Mundane) (Int), Intimidate (Cha), Jump (Str), Knowledge (Geography) (Int), Knowledge (Local) (Int), Move Silently (Dex), Profession (Wis), Survival (Wis), Swim (Str), Use Rope (Dex.)

Skill Points At Each Level: 4 + Int

modifier.

CLASS FEATURES

All of the following are class features of the sea devil prestige class.

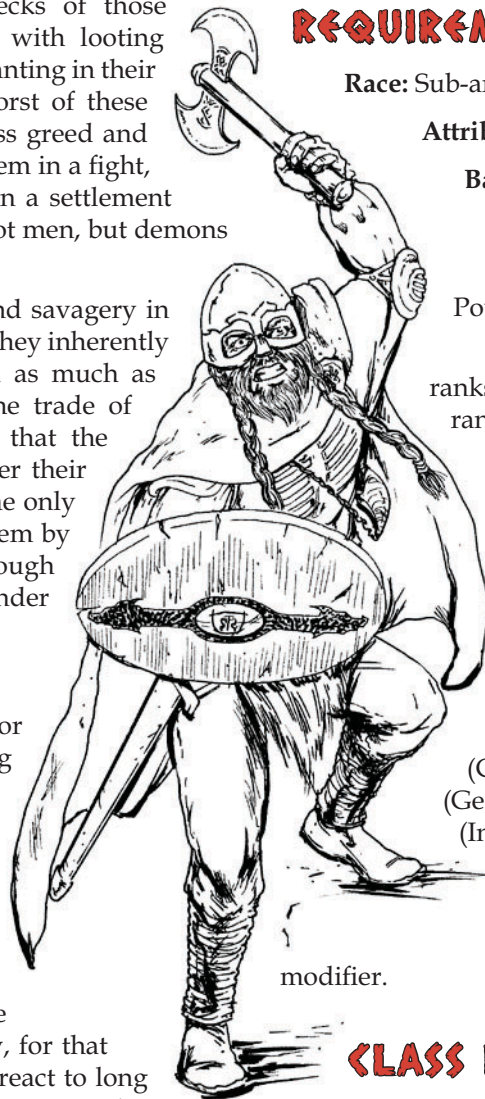


TABLE 1-1: SEA DEVIL REPUTATION MODIFIERS

action	reputation modifier
Become captain of a raiding ship	+2
Become commander of a raiding fleet	+5
Lose a ship	-5
Capturing a larger warship	+2
Conducting a raid that earns the crew 5,000-10,000 sp	+2
Conducting a raid that earns the crew 10,000-25,000 sp	+3
Conducting a raid that earns the crew 25,000-50,000 sp	+5
Conducting a raid that earns the crew 50,000-100,000 sp	+6
Conducting a raid that earns the crew 100,000-999,999 sp	+8
Conducting a raid that earns the crew 1,000,000+ sp	+15
Conducting a raid that is repulsed	-2
Form a raider's camp in enemy territory	+2
Lose a raider's camp the character led	-3
Razing a small settlement	+1
Razing a medium settlement	+3
Razing a large settlement	+5

WEAPON AND ARMOR PROFICIENCY

The sea devil is proficient with all simple and martial weapons, two-weapon combat, light and medium armor, and shields.

RAIDER

Along with standard Reputation Modifiers, a sea devil's reputation is affected by activities directly related to raiding ships and settlements. See **Table 1-1: Sea Devil Reputation Modifiers**. At the Gamemaster's discretion, other classes may also benefit from these reputation modifiers, at full or reduced value.

HOWLING FURY

A 2nd level sea devil can enter a Fighting-Madness 2/day, as per the feat (this includes the 1/day from the feat.) Once the enraged state ends, the character cannot enter it again for at least 3 rounds. At 6th level the sea devil can enter a Fighting-Madness 3/day and 4/day at 10th level.

WEATHERED HIDE

3rd level sea devils are so accustomed to spending months on end upon the high-seas of the north that he gains a +4 competence bonus to saving throws against all cold effects.

GREAT CLEAVE

At 4th level, the sea devil gains the Great Cleave feat.

BOARDING

Due to practice while boarding ships, a 5th level sea devil can conduct a charge that includes a single jump or swinging action. All other obstacles impede a charge as normal.

Furthermore, any ship the sea devil is captaining gains a +2 competence bonus to Boarding Maneuvers with his vessel.

CRUSHING BLOW

By successfully sundering an opponent's shield or weapon, a 7th level sea devil can make an attack against the shield or weapon's wielder as a free action, but only using his base attack bonus and with a -4 penalty to the attack roll.

RAID TO GLORY

When leading raiders against an enemy, an 8th level sea devil grants any shipmates in the unit he leads a +4 bonus to their Military Cohesion.

RAIDER'S GRACE

9th level sea devil's are so accustomed to fighting under the influence of their Howling Fury ability that they no longer suffer the -2 penalty to their Defense Value while caught up in their Fighting-Madness.

TABLE 1-2: THE SEA DEVIL

Level	Base attack bonus	Base Dodge bonus	Base Parry bonus	Magic attack bonus	Fort save	Ref save	Will save	Special
1	+1	+0	+0	+0	+2	+2	+0	Raider
2	+2	+1	+1	+0	+3	+3	+0	Howling Fury 2/day
3	+3	+2	+1	+0	+3	+3	+1	Weathered Hide
4	+4	+3	+2	+1	+4	+4	+1	Great Cleave
5	+5	+3	+2	+1	+4	+4	+1	Boarding
6	+6/+1	+4	+3	+1	+5	+5	+2	Howling Fury 3/day
7	+7/+2	+5	+3	+1	+5	+5	+2	Crushing Blow
8	+8/+3	+6	+4	+2	+6	+6	+2	Raid to Glory
9	+9/+4	+6	+4	+2	+6	+6	+3	Raider's Grace
10	+10/+5	+7	+5	+2	+7	+7	+3	Howling Fury 4/day

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